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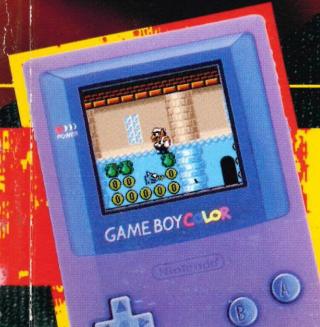
## HYBRID HEAVEN

Game of the year? Konami's stunning adventure may well be just that!

EXCLUSIVE!

## E3 SPECIAL REPORT

Perfect Dark, Donkey Kong 64, Resident Evil 64 We've played 'em all!

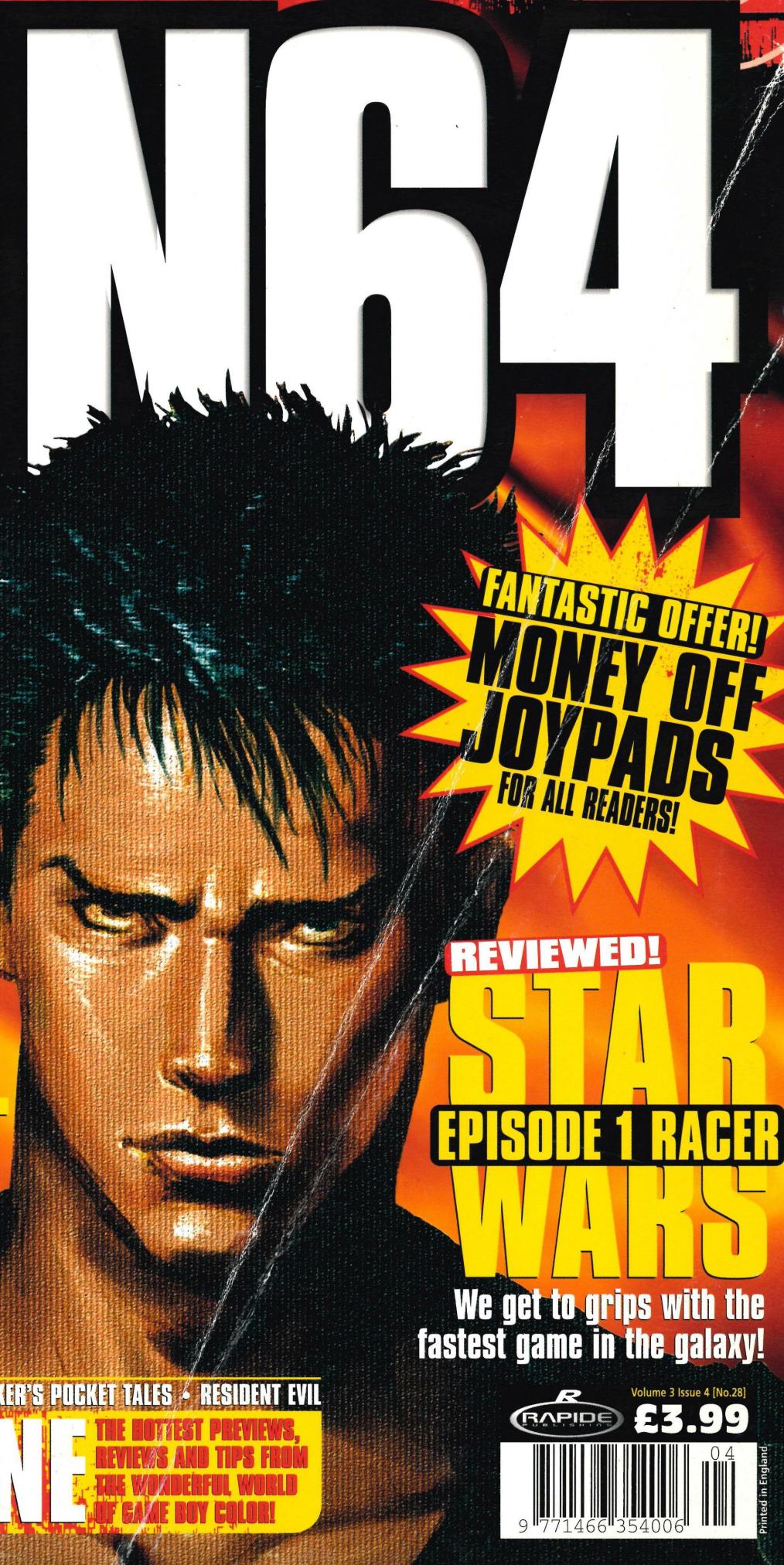


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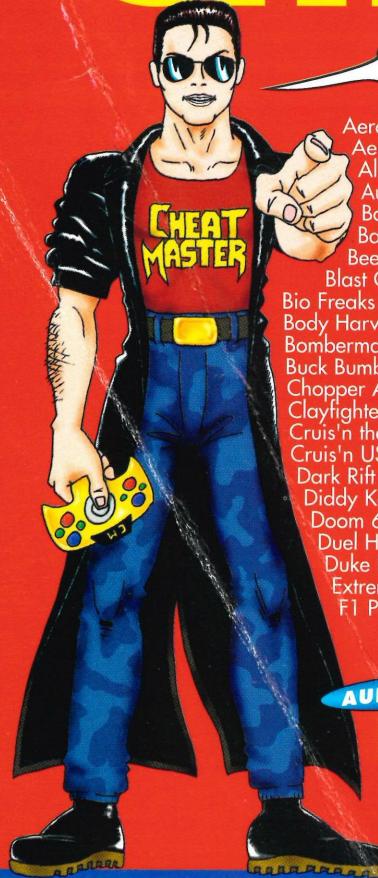
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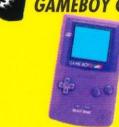


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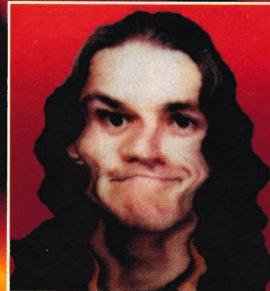
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# EDITORIAL



By the miracle of space and time travel I will have been to E3 by the time you read this. I say miracle, you see, because we're not as (ahem) speedy as some would have you believe and I haven't quite mastered the finer points of time travel. What I actually mean is that the exclusive E3 report contained in these pages has been brought to you after the magazine should have gone to print, and by inference, after I have written this! E3 is so important that we said 'Oi, printers, NO!'.

A little over two weeks will have elapsed between E3 and our on sale date, making our report almost too hot to handle - we know that Nintendo is saving its top title announcements such as *Ridge Racer 64* (yes, you read that correctly) *Eternal Darkness* and much more for E3 and I can't wait!

So in the topsy turvy world of videogame magazine publishing I am writing this before I leave for LA with the knowledge that I will have to compile the thing quite literally the day I return (what's jet lag?) and I hope that you read every single last word of it or else I shall come round your house to sort you out! Mind you, I suspect that you're not that interested in the report are you? Oh no, what attracted you the most to the mag was the CD attached to the front cover - are we mad? I don't think so; the N64 has had some quality in-game music and we thought

that we should bring it to your attention, let us know what you think, we might even do it again...

So now you have some cool music to listen to whilst reading every single word of my E3 report, which is more than I can do thanks to my lady, who has blown up my amplifier (doh!), but that's another story...

Enjoy - but more importantly, take it easy on the stairs.

Simon Phillips **Editor**

PS. Just before I jet off to LA I just have to mention the rather special review of a game based on a rather hot film - best game of the year thus far?



## CONTENTS

**ISSUE 28**  
**JUNE 1999**

### Insight

(18)

Perfect Dark  
Donkey Kong Country 64  
Jet Force Gemini  
Shadowman  
Armorines  
Project: Dolphin  
WWF Attitude  
World Driver Championship  
Quake 2  
Ripa  
Eternal Darkness  
Resident Evil 2  
ISS '99  
F1 World Grand Prix II  
Ridge Racer 64  
Chart Attack  
Release Dates

### Reviews

(28)

Star Wars: Episode 1 Racer	30
Mystical Ninja 2	36
Bottom Of The 9th	48
NBA In The Zone	50
Pokemon Snap	52
Charlie's Blast Territory	54
Blades Of Steel	56
Rampage 2	58
Super Bowling	52

### Regulars

Insight	18
Critical Mass	28
Interaction	59
The Burning Issue	60
Write On!	64
Subs and Back Issues	56
The Tips Index	65
High Scores	90
Next Month	112
Total Recall	97
Boyzone	106

# TOTAL N64

FEATURING  
GAME BOY COLOR



6

## HYBRID HEAVEN



We've been playing Hybrid Heaven to death this month, and we reckon it's smart! Check out our exclusive Hybrid Heaven feature now!

## BOYZONE

106



Not only are we the best N64 mag in the cosmos, but nestled snugly at the back of this mag is Boyzone. Each month, Boyzone will be devoted to Nintendo's beautiful Game Boy Color, with all the best reviews and tips!

BLUE RINSE  
MISHAP!

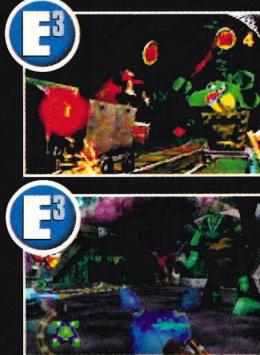
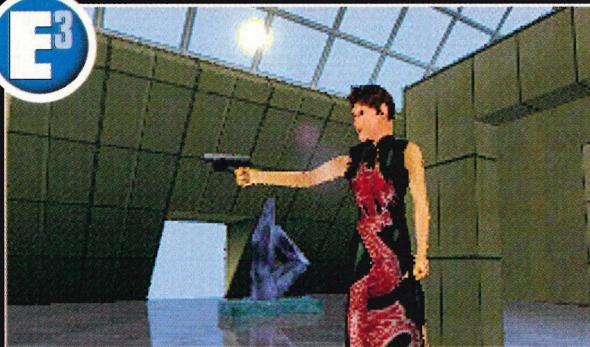
36



# INSIGHT

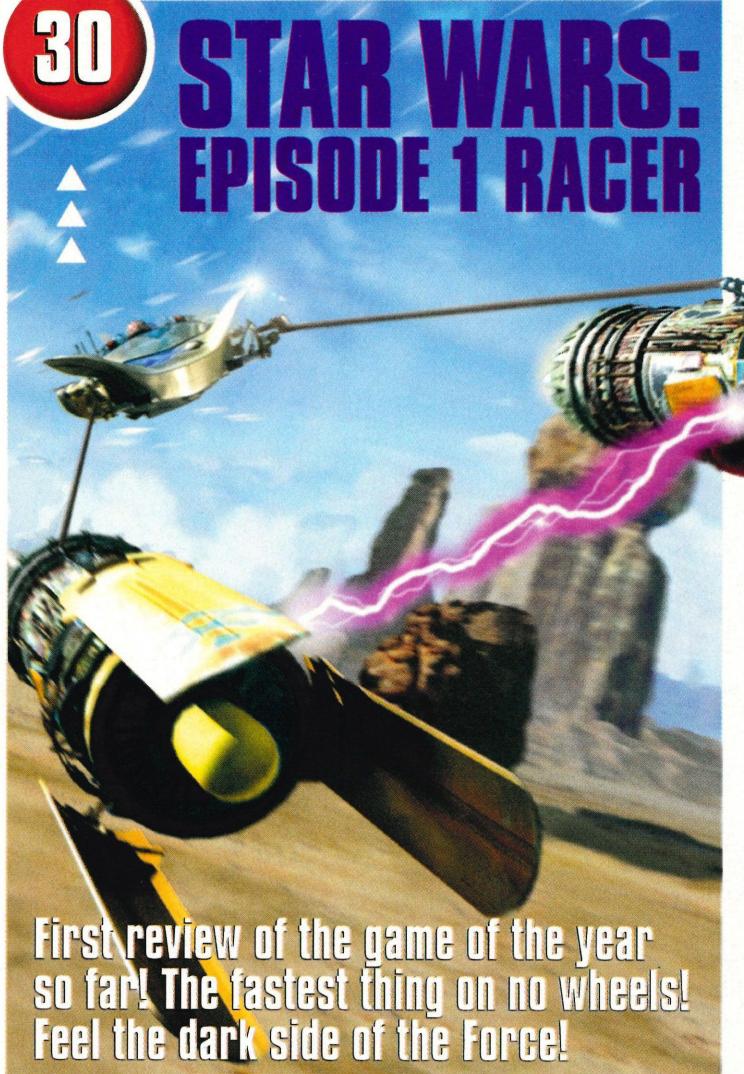


This month Insight is exclusively dedicated to the first E3! We've played Perfect Dark, Jet Force Gemini and Donkey Kong 64!



30

## STAR WARS: EPISODE 1 RACER



First review of the game of the year so far! The fastest thing on no wheels! Feel the dark side of the Force!

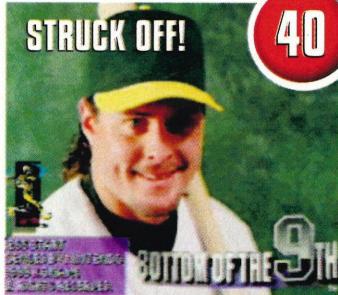
PAPARAZZI HORROR!

44



STRUCK OFF!

40



## BUSTED!

52

## BEETLE ADVENTURE RACING

Fun but tricky best describes EA's newest racing game. However, our very own Gamebuster has put together the ultimate guide.

52

## VIGILANTE 8

Losing that appetite for destruction? Well, this guide should arouse those dormant violent tendencies. Go on, grab those hipsters and check it out, you know that you want to!

GROWN MEN DRIBBLING!

42



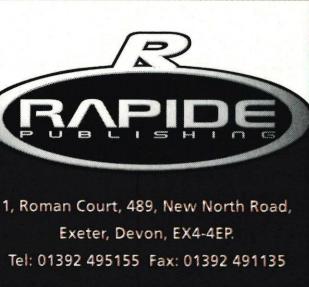
BIG SHINY BALLS!

52



NEW YORK IN RUINS!

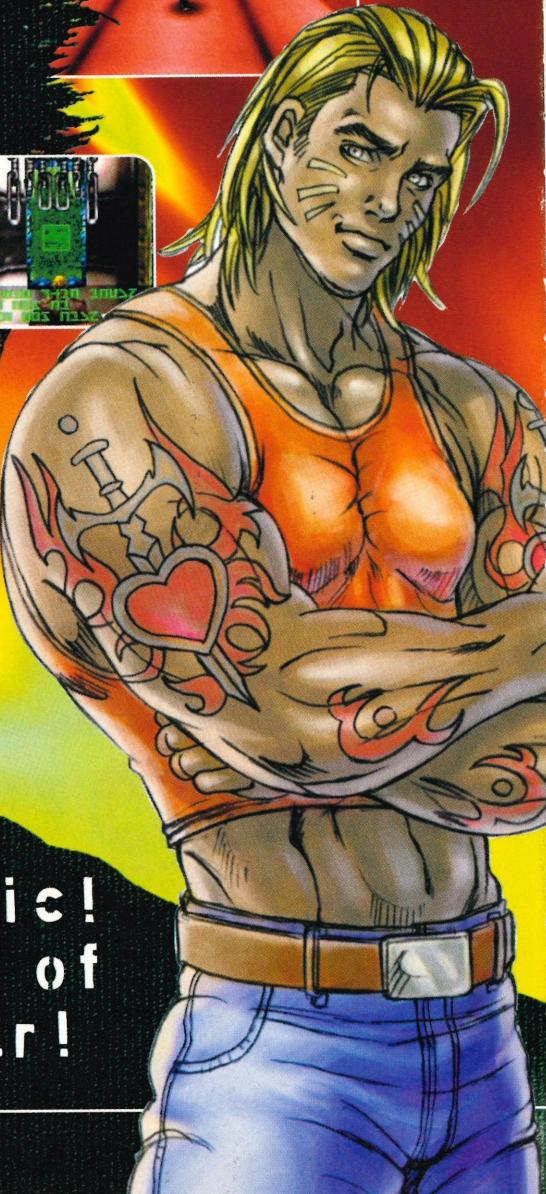
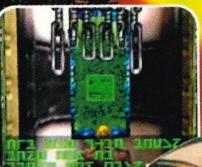
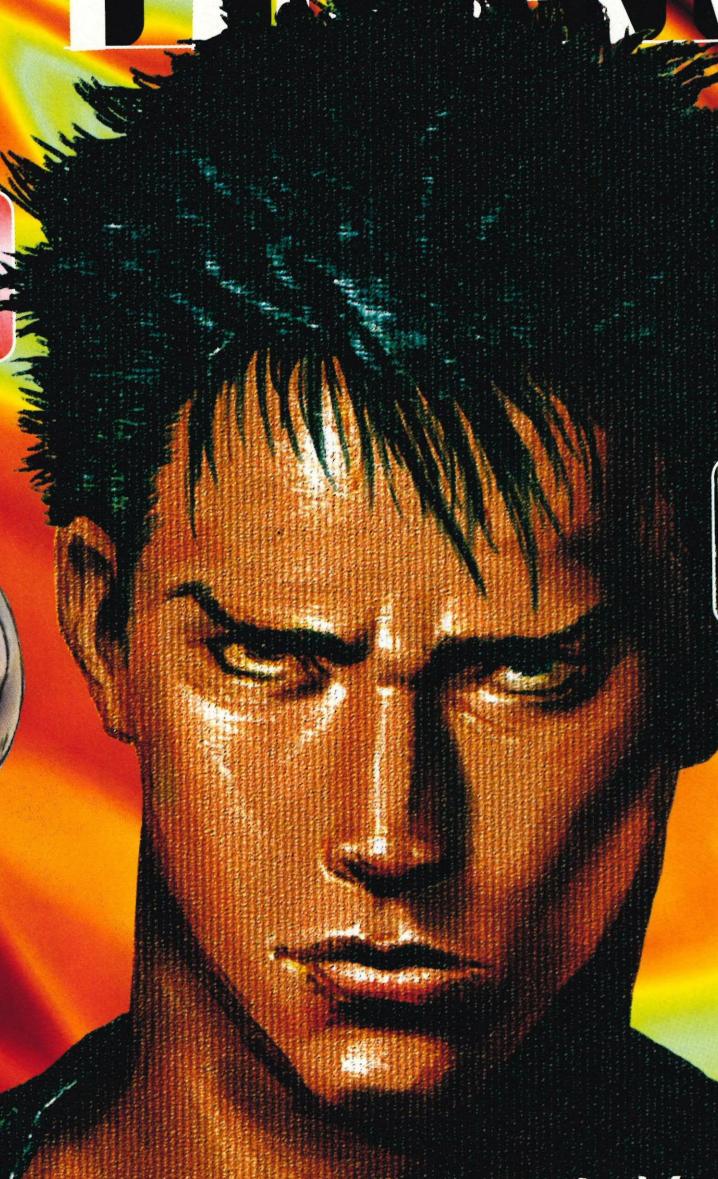
50



CONTENTS

Paradise Lost?

# HYBRID HEAVEN

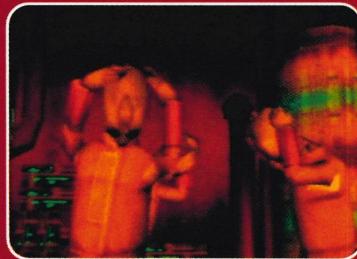


Aliens! Conspiracy! Magic!  
Abduction! Its all part of  
Konami's game of the year!



## CLOSE ENCOUNTERS

Somehow the plot revolves around a species of alien beings. By an amazing coincidence though, their language is exactly the same as Japanese – meaning that we don't understand a word. We reckon this is Konami's way of making sure we don't give away the plot details, thus spoiling the story before the game is released



▲ Aha! Even aliens fall for the old 'swapping shampoo for superglue' trick



**K**onami stands tall in the world of videogaming as gods among mortal developers and publishers, languishing with the likes of Rare, NCL, Squaresoft and Namco. It is a company with a long and illustrious history which can constantly be relied upon to push the boundaries of videogaming to places once thought impossible. Unlike many developers, at Konami they understand the essence of gaming beneath fancy realtime lighting effects and lens flare and is one of the few that can truly make you feel through your gaming experiences. Its development studios are indeed a videogame heaven...

Konami is very excited about something. It's not *Metal Gear Solid*, one of the few games that

make a PlayStation worth owning. It's not the thoroughly brilliant *Castlevania*. It's not even *ISS '99*! And when Konami is excited about something, we get excited too...

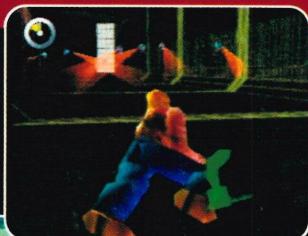
Bar Konami, no-one else in the world, at this point in time, knows as much about Hybrid Heaven as we do. We've been sent, exclusively, a nearly complete version of the game, and we've been playing it non-stop for weeks to bring you this feature on one of 1999's most promising games. We know full well that it has been documented elsewhere, but the first words that spring to mind on the subject are 'iceberg' and 'tip'. Not in that order and with other words between them of course.

Hybrid Heaven is the embodiment of the antithesis of PlayStation gaming. This is not a plug-in-and-play five-minute

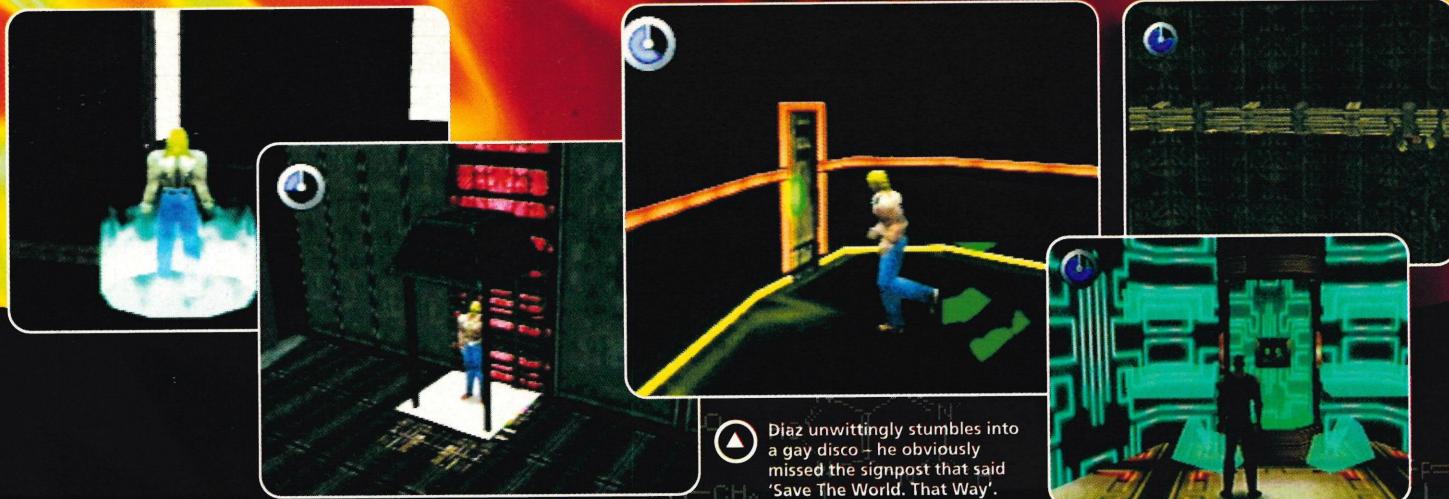
adrenaline-rush wonder. Nope, this has something more often associated with great Nintendo games – depth. You know, like an album that takes repeated listens to get into but is then on your stereo for most of the next year. Hybrid Heaven is Massive Attack's *Mezzanine* compared to Billie's *Honey To The Bee* of PlayStation games.

As it stands at the moment, you could even argue that for the first hour or so of play, it's

boring, but for some reason it's not boring enough to make you want to stop. You wander around a bit. You find some power-ups. You have a couple of turn based battles that you can't quite understand armed with only a small pistol and a couple of kicks and punches. And then you meet a big monster and you're chased by the monster and wherever you go it chases you and doesn't give up and in the end you trap it and get ►►



▲ Slader can crawl if the need arises – which it often does when presented with a child-sized ventilation shaft.



Diaz unwittingly stumbles into a gay disco – he obviously missed the signpost that said 'Save The World. That Way'.

You suddenly realise that you've lost your afternoon and barely noticed the thing slinking quietly by...



away but only just and then you meet some aliens and they talk to you and then some men in suits come and the place blows up and the aliens are dead and your personality is transported into another body of someone who should be dead and you learn more moves and you're suddenly enjoying the turn based fights and... and you suddenly realise that you've lost your afternoon and barely noticed the thing slinking quietly by. Then the excuses are primed for the editor. 'Yes, I know I'm running late, but how can I put together a decent feature unless I play it for ages?

I'll need a couple more days play at least... you know, for the feature'. That got him off my back. Now back to the game...

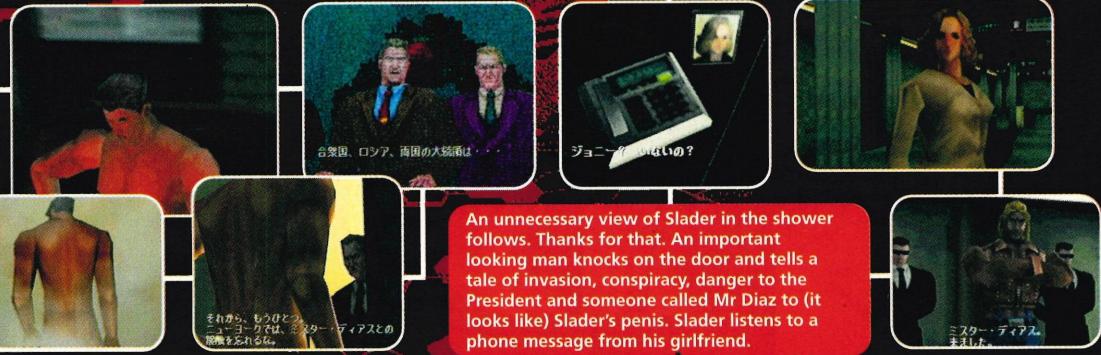
Obviously, we're in no position to say from playing unfinished code that Hybrid Heaven will be a great game when it is finished – that's what reviews are for – but what is certain about Hybrid Heaven is that something about it feels special, in a way that only *Banjo-Kazooie*, *Mario 64*, *Castlevania*, *Zelda* and *Goldeneye* have felt before. The graphics aren't finished, the text is Japanese and the camera control is still a bit awkward, but

somehow we know that Hybrid Heaven will be one of the best games released this year, and we'll try to convey to you why.

Hybrid Heaven is just that in many respects. It doesn't fit neatly into any one genre, and can only really be categorised as an action-adventure with strategy elements. A hybrid of *Zelda*, *Castlevania* and *Final Fantasy VII* maybe? It is also one of that new breed of videogames, the cinematic interactive movie. Like in *Metal Gear Solid* and, to an extent, *Castlevania*, the cutscenes which punctuate the action are of utmost importance, and certain

## MAKING THE INTRODUCTIONS

Hybrid Heaven begins with one of the longest and best cutscenes yet seen on the N64. It starts with the hero, John Slader, watching cartoons on TV, before switching over to watch the news – apparently the American President is scheduled to meet the Russian leader.



An unnecessary view of Slader in the shower follows. Thanks for that. An important looking man knocks on the door and tells a tale of invasion, conspiracy, danger to the President and someone called Mr Diaz to (it looks like) Slader's penis. Slader listens to a phone message from his girlfriend.

# RUN AWAY!

Not long into the game, you meet this huge, evil creature (it's obviously evil, I mean, look at its teeth!) which looks like one of Geiger's aliens, but bigger. It wants to eat you (we assume it's not chasing you because you've dropped your wallet) so you run away very fast, and get through a door. Phew! That was close. Unfortunately though, the creature is even closer, having found another way in! What follows is several minutes of tense and terrifying action until the beast is prevented from following you due to being trapped in a door. Somehow you get the impression you'll meet again though...

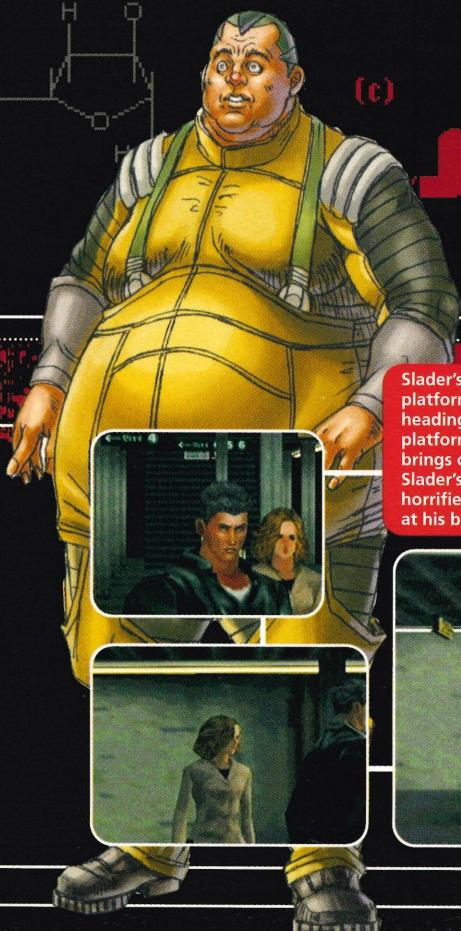


camera angles are used throughout the game which convey the action from the most dramatically effective viewpoint.

The graphics are not complete, with many of the backgrounds needing extra work, but they are looking impressive nonetheless running on a very similar engine to that

of *Castlevania*. The character animation is stunning and the realtime lighting effects also impress. For Konami these days, the emphasis is not so much on what they use, but the effects they achieve and the emotional responses they provoke in the player. One good example is where there is

a room full of hideous beings caged behind force-fields. You walk up to have a look only to jump back as the thing lunges at you with flashing teeth and an evil glint in its many eyes. It can't quite get to you, but you don't hang around anyway – there's no telling when the force-fields may fail. ►



Slader's girlfriend waits on a subway platform. He enters, but does not notice her, heading for a man at the other end of the platform - Diaz. In a moment of horror, Diaz brings out some heat and pumps it into Slader's chest, killing him in front of his horrified girlfriend. As she stares in disbelief at his body, it vanishes before our eyes.

## DNA/DNA hybrid



Diaz' henchmen, strangely, then turn on him, and wrestle him into a speeding lift. Speeding toward the floor, Diaz breaks free and fights his captors. Unfortunately, he falls from the lift and plummets towards the floor. Instead of splattering his guts everywhere though, he ends of levitating inches from the floor... and thus, the adventure begins.

# ALL MY PEOPLE...

## RIGHT HERE RIGHT NOW!

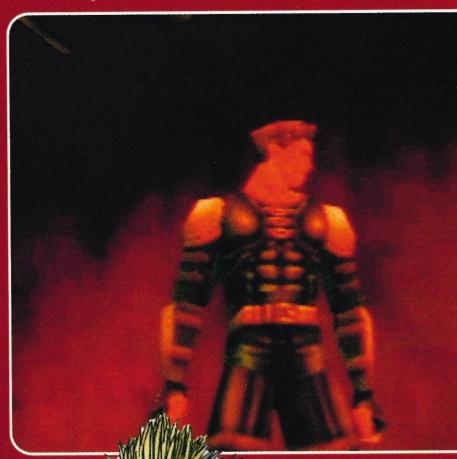
Hybrid Heaven is full of interesting characters – some of which wish to hinder you on your quest, while others may want to offer you some assistance.



◀ This is John Slader, who is shot dead in the first five minutes of the game, but then miraculously comes back to life. Just what the hell is going on?



っ！ミ、ミスター・ディアス！？



◀ This is Diaz, the guy who murders Slader. You play as him for the first part of the game and maybe later on – but we're not telling!

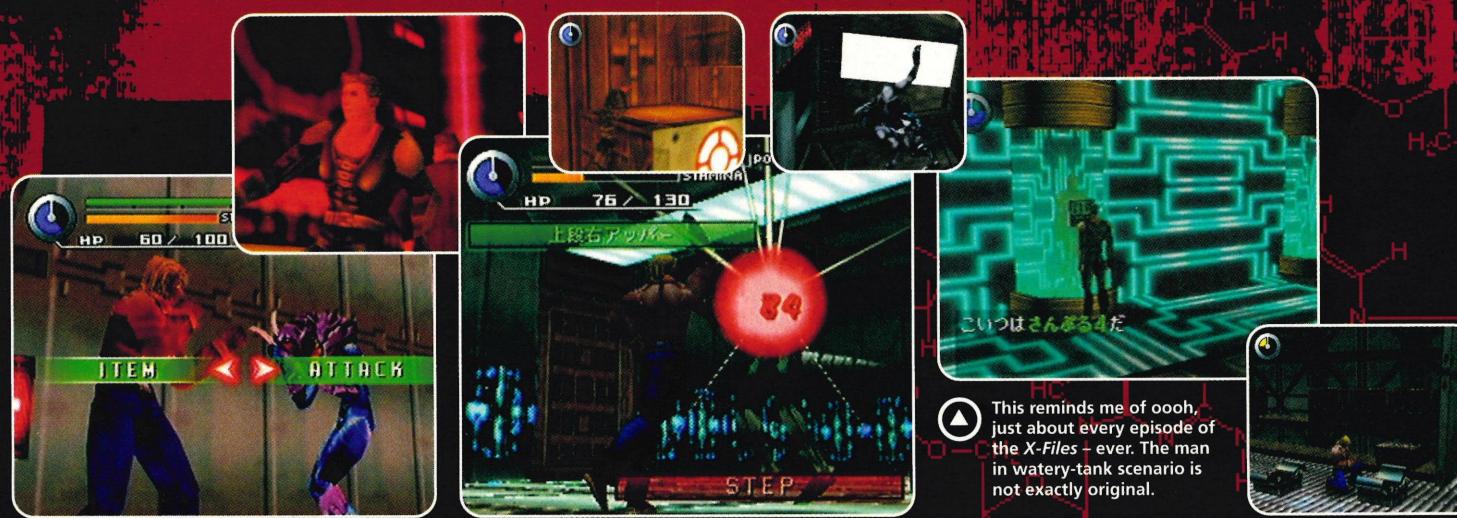


As you can tell from the screenshots, the overall look of Hybrid Heaven is dark and muddy, creating a future more like Ridley Scott's vision than Gene Roddenberry's – a dark and dirty industrial future where even the bright neon-lit areas convey a sense of overpowering dread and doom. The atmosphere is of utmost

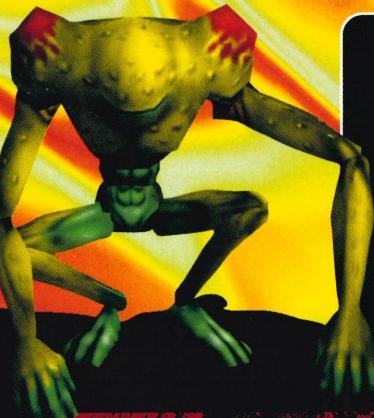
importance to the game, and the graphics and sound constantly reinforce the dystopian feel, with moody industrial music and dark shadowy backgrounds where evil things can hide. Which they often do of course, jumping out at you at the most opportune moments!

The control method and camera control walk that strange

and fine line, common of Konami games, between beautiful and frustratingly awkward. The engine is more *Tomb Raider* in origin than *Mario 64*, seeming to operate around a square-based environment, making it more realistic but also making some manoeuvres impossible. It takes a while to get used to but once to do it



◀ This reminds me of oooh, just about every episode of the X-Files + ever. The man in watery-tank scenario is not exactly original.



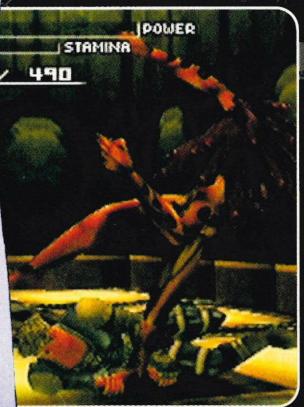
The animation on your character is stunning and the realtime lighting effects also impress.

feels like second-nature. Slader and Diaz, the characters currently at your disposal, have the ability to run, jump, crawl, climb and swing, and it's all possible with remarkable ease. Bear in mind though, that there are still several months for any problems with the control method to be ironed out – the game is not even approaching playtesting stages at this point.

Overall, from this stage it looks like Konami have a masterpiece of a game heading our way in August, joining Acclaim's *Shadowman* in an effort to blitz the N64's cute image out of existence. Combining action, RPG-style statistical manipulation, exploration and strategy to blinding effect, it could be this year's *Zelda*, only far more evil of course. It's going to be *monster*. ■

## ARE YOU READY... ARE YOU READY... FOR THE RESOLUTION

News just in confirms that Hybrid Heaven will be the first Japanese-developed game that will follow in the footsteps of *Rogue Squadron*, *Turok 2* etc. by using the expansion pak to run in hi-res! If you're daft enough not to have got yourself an expansion pak yet, then fear not as the game will run in hi-res regardless, albeit in a letterboxed format.



## TAKE THE SCENIC ROUTE



The plot of the game is conveyed through occasional cutscenes, which at this point are still full of Japanese text, so we can't give the story away to you. From what we've seen so far though, it looks as if it will be very similar to a typical episode of the *X-Files*. Dark-suited men in dark sunglasses with dark secrets are common, the president has been kidnapped and conspiracy theories abound. Aliens are involved, somehow, and there is an underlying story about genetic engineering.

But why does Diaz shoot Slader? Why doesn't Slader recognise his girlfriend? Why does he vanish into a beam of light when he's dead? And how come he comes back to life a couple of hours into the game? These questions, and many more, will undoubtedly be answered as you progress.



# TRIPPING THE FIGHT... TRIPPING THE FANTASTIC



The fighting in Hybrid Heaven seems disappointing at first, as you only have a couple of poncey punches and kicks at your disposal. Progress through the game, however, and soon you'll be growing in strength, experience and skill and positively glowing with glee knowing the range of attacks at your disposal. Long and short range weaponry, magical spells, combos and a variety of high impact wrestling manoeuvres are soon at your disposal!

There is also plenty of strategy involved – when attacked you have the choice of avoiding, guarding or reversing, and the more times you try one tactic the more proficient you become at it. Attacking from behind is rare, but it allows the advantage of an immediate full-power strike with little chance of it being blocked. When you kick you need to consider your stance – if you are leaning your weight on your right leg then a kick from that leg will not gather any momentum, while a left-legged boot to the chin will undoubtedly knock your opponent off his feet. Unless he's bigger than you of course, in which case it's probably best to shoot him in the mouth.

Combos, wrestling moves and floor attacks add even more depth. There is a selection of stunning pre-set combos that you can use once your power bar fills up twice, and you can even make a whole selection of others up for yourselves.

By pressing R, you can instigate a grapple, allowing you to perform a selection of wrestling moves – which can occasionally be reversed by an opponent – and another set of moves can be executed by applying the grapple from the back. Once your opponent is floored, you can apply another grapple, or just kick him in the head.

It may sound dull, it certainly looks boring from screenshots, and it takes a while to get into, but it is hard to find words that justify just how fantastic the combo system is. Unlike any other game's fighting system, it successfully blends RPG-type depth, strategy and hard-hitting action to stunning effect.



STEP FAILED



STEP?



GUARD COUNTER



STEP?



WAIT



## WORD PLAY

hybrid ('halbrld) *n.* 1. An animal or plant resulting from a cross between genetically unlike individuals; usually sterile. 2. anything of mixed ancestry. 3. a word, part of which is derived from one language and part from another, such as *monolingual*. ~ *adj.* 4. denoting or being a hybrid; of mixed origin. [C17: from *L hibrida* offspring of a mixed union (human or animal)].

heaven ('hev'n) *n.* 1. (sometimes cap.) Christianity. a. the abode of God and the angels. b. a state of communion with God after death. 2. (usually *pl.*) the firmament surrounding the earth. 3. (in various mythologies) a place, such as Elysium or Valhalla, to which those who have died in the gods' favour are brought to dwell in happiness. 4. a place or state of happiness. 5. (*sing.* or *pl.*; sometimes cap.) God or the gods, used in exclamatory phrases: *for heaven's sake*.

Our top linguistic scientists from the Noam Chomsky School have studied and evaluated the meanings of the words 'Hybrid' and 'Heaven' and worked through the night to bring you their interpretation of what they think the title of the game means, and they concluded thus: 'There will' said the frighteningly-bearded spokesperson, 'be mutants in it. Lots of them'.



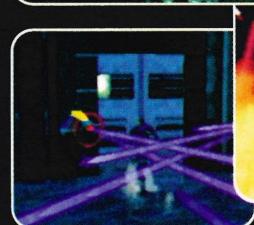
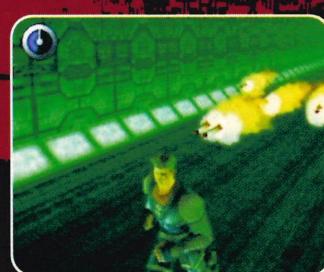
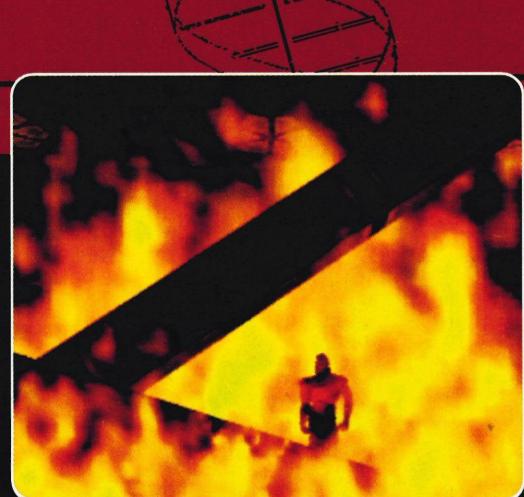
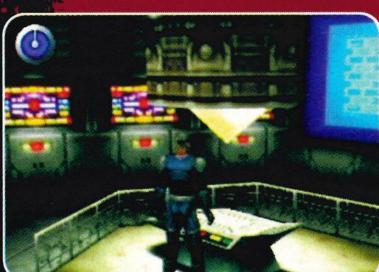


▲ This hideous chamber showcases the weird and wonderful products of the genetic experimentation that we reckon come into the plot somewhere. Can't think why...

# SOCIAL COMBAT!

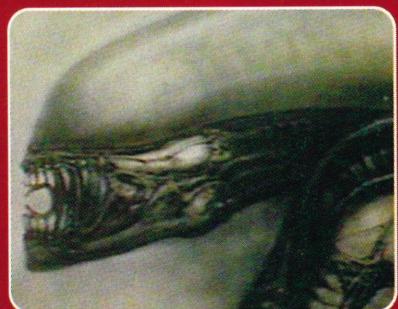
Luckily, Hybrid Heaven features a stunning two player mode, utilising that gorgeous combat engine to provide what may well be the best beat 'em-up on the N64. What makes it even better is that you can load in either Diaz or Slader from your memory card and use the powered-up version with all the moves you've learned! Total N64 can exclusively reveal – natch – that as well as the two main characters, you can also play as many of the other humans and mutants which appear throughout the game.

There is also a one player option which allows you to hone your skills by playing through a series of battles with the dastardly villains.



# THE MELTING POT

Hybrid Heaven is a mixture of game styles with a look and feel reminiscent of many films. Here are some of the things which we reckon may have been major influences on the game...



▲ The look of many of the places and creatures in Hybrid Heaven is reminiscent of the more horrific art of HR Giger, the guy who originally designed the alien for the classic 1979 Ridley Scott space horror, *Alien*.



▲ The engine is very similar to that used in the recent Konami smash *Castlevania*, and there are loads of platform sections which bear a striking resemblance to it throughout Hybrid Heaven. Which is no bad thing.



▲ Turn-based fighting like that in Square's *Final Fantasy* series adds incredible depth!



▼ There are loads of spectacular moves throughout the fight scenes similar to the king of beat 'em-ups, Namco's *Tekken 3*.



▲ The plot sounds very similar to the plot of any episode of the *X-Files* thank-you very much. What about rooms full of men suspended in strange blue water? Yup, they're here too!



We spoke to Konami's John Murphy about one of the games of the year. Unfortunately he seemed more interested in the contents of his pants...

**TN64:** What was the initial brief behind Hybrid Heaven? What did Konami originally wish to create?

**JM:** We wanted to create a solid RPG with features that had never been tried before. As you know the combat system mixes turn based and realtime elements. The cutscenes are also pretty radical for N64 and the story is very different.

**TN64:** How long has the game been in development, and has it thrown up many problems?

INTERVIEW • INTERVIEW • INTERVIEW • INTERVIEW • INTERVIEW • INTERVIEW

W I S E

**JM:** We've been working on Hybrid Heaven for several years now. During that time the main challenge has been to produce clearly defined graphics. It's also the first N64 game the team has worked on, so every day there have been new problems to concur.

**TN64:** What were the main influences (literature/film/games/music) for Hybrid Heaven?

**JM:** All the big Hollywood science fiction films really. Each member of the team brought different influences to the game, so it's impossible to list them all off.

**TN64:** Do you expect Hybrid Heaven to do for the N64 what *Metal Gear Solid* has done for the PlayStation?

**JM:** No. *Metal Gear Solid* was an event. A moment in gaming history when all the right ingredients combined to create a monster. Hybrid Heaven is just a very good game that N64 owners will love.

W O R D S

**TN64:** Do you think that the European audience will be as receptive to this kind of game as the Japanese will?

**JM:** Generally speaking, the European audience has proved itself receptive to a whole range of different games. The key is to provide high quality products with flair and imagination. Hybrid Heaven certainly fits the bill.

**TN64:** What kind of hybrid would you create if you were a genetic engineer with unlimited resources?

**JM:** A three arsed monkey. Either that or create a traffic warden who is both reasonable and pleasant... We can but dream.

**TN64:** What techniques have you used to get around the recognised N64 weaknesses, like fogging and frame-rate?

**JM:** The biggest technique will be using the expansion pack. At the moment Hybrid Heaven is looking pretty damn smooth.

Just wait and see what a difference the extra memory will make.

**TN64:** How many songs can you name with 'Heaven' in the title? We can think of six.

**JM:** 'Stairway to Heaven', 'Heaven is a Place on Earth', 'Three Steps to Heaven', 'Pennies from Heaven', 'I'm in Heaven', 'Highway to Heaven' (Theme tune), 'Heaven Lurks in my Pants'. (Hmm... we can't remember that last one - TN64 team.)

**TN64:** Can you explain, in five words, why N64 owners are going to be wanting to check out Hybrid Heaven when it is released later in the year?

**JM:** Ground breaking action/RPG hybrid.

**TN64:** Any last words?

**JM:** Always look for the Konami logo if you want quality and never trust a woman with a moustache.

Questions: Jon

**WIN!**  
TEKKEN GOODIES  
UP FOR GRABS!



## PLAYING

Genetic Engineering, or the altering of something's genetic make-up by messing around with DNA strands, is now commonplace, and the ethics surrounding it are some of the most complicated the human race will ever encounter. Should we muck around with our own genetic make-up to improve things we're not happy about? What about to cure diseases? Should we make tomatoes the size of basketballs to feed the third-world? Or is it wrong to try and out-do God and Mother Nature?

No, of course it's not! Here at Total N64 we're well up for a bit of genetic modification. So are you, hopefully and if you fancy yourself as a budding Frankenstein (that's pronounced *Frunkenstein*, by the way) then you'd better enter our competition below...

### WIN! FANTASTIC TEKKEN GOODIES!

In a tenuous link of amazing proportions, we've arranged for some lucky readers to grab some ultra hot *Tekken* goodies. What has *Tekken* got to do with Hybrid Heaven you ask. Well... they're both made in Japan, and *Tekken* has some mutant characters in it! Is that good enough?

**1st prize:** One lucky reader will receive a copy of the *Tekken* manga movie, four *Tekken* models, and a poster.

**Runner-up prizes:** Five readers will receive a *Tekken* video and poster.

*All you have to do is design the genetic freak you would create if you had enough money. A drawing would be nice, although it's the ideas we're interested in rather than your artistic skill! You must return the form so we know you're over 15!*



**My answer is:**

Name.....

Address.....

.....

.....

Postcode.....

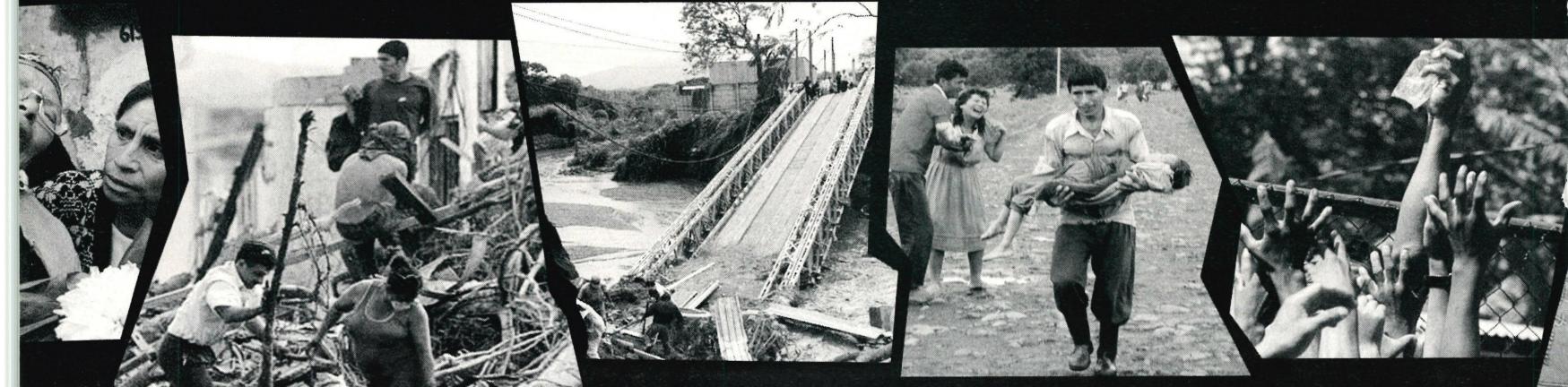


SEND ENTRIES TO: I am God, Total N64, 1 Roman Court, 48 New North Road, Exeter, DEVON, EX4 4EP.

I AM OVER 15  If you're related to us you can't enter, and the closing date for the competition is 06.07.99.



**SHE HAS TWO THINGS LEFT  
TO CLING TO. ONE IS HER**



When the picture was taken, this Honduran girl had just survived the largest natural disaster to hit Central America this century. A mudslide wiped out her home in the Tegucigalpa hills. In a state of shock, she clings to her pet dog - she also clings to the hope that someone, somewhere will help.

**The hurricane is over, the relief effort is just beginning.**

The disaster may have happened in November, but the need for outside aid is more pressing as time goes by. The hurricane caused immense short-term damage, but the long-term effects could be catastrophic.

The fields are decimated and left infertile. Bridges and roads have been swept aside and access to some regions is extremely difficult. Ironically, though much of the country has been flooded, there is little uncontaminated

water to drink. The risk of cholera and typhus is always there, and could reach epidemic proportions.

The people of Central America are resilient and resourceful, but they do need our help to put the basic infrastructure in place so that they can start to re-build their lives.

**Don't let her down - please give what you can.**

11,000 people are feared dead, many more are missing and millions are homeless. This advertising space itself has been donated by the magazine, so please donate what you can. There are so many people in Central America clinging to the hope that you will.

**For Credit Card donations please call  
0990 22 22 33**

**CENTRAL AMERICA HURRICANE APPEAL**

Coordinated by the Disasters Emergency Committee representing ActionAid, British Red Cross, CAFOD, CARE, Christian Aid, CCF, MERLIN, OXFAM, Save the Children, Tearfund and World Vision.

Supported by the British Magazine Industry. All photographs donated by Reuters News Pictures Service. Campaign created by River Advertising.

**PET DOG, THE OTHER IS  
THE HOPE THAT YOU'LL HELP.**



I would like to help the people of Central America with a donation of:

£250  £100  £50  £30  £15  Other £

I enclose a cheque/PO payable to The DEC Hurricane Appeal or please debit my:  
Diners Club / Access / Visa / Amex Card / CAF Charity Card

Card number

Expiry date  -  Signature

Name

Address

Postcode

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Please send to: The DEC Hurricane Appeal, 52 Great Portland St, London W1N 5AH.

## INSIGHT

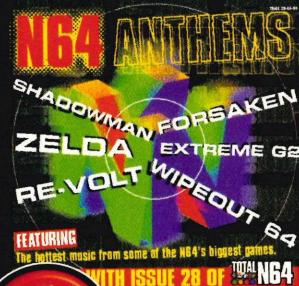
EVERYTHING YOU NEED TO KNOW ABOUT THE WORLD OF NINTENDO

## ▶ NEWS

**EXCLUSIVE!**

# IT'S ALL IN THE NAMCO

**W**hen we heard a rumour that Namco was going to release a version of its great *Ridge Racer* series on the N64 we couldn't believe it. Namco has barely shown an interest in the N64 (aside from a forgettable baseball game). However, a few phone calls to THE have confirmed that later this year *Ridge Racer 64* will hit the shelves. Aside from the fact that we will have one of the best loved arcade racers to play, we can't help but wonder if this means that Namco is considering bringing any other of its great games to our beloved machine – *Tekken 64* anyone? Our best guess is that Namco will wait and see just how well received *Ridge Racer 64* is until they make any other announcements about other N64 titles. Whatever happens, information on *Ridge Racer 64* is scant and it probably won't be shown at E3. However, if it is you will find more information in our E3 report...



# N64 ANTHEMS

## WHAT'S IT ALL ABOUT?

The hottest music from some of the N64's biggest games.

! EXCLUSIVE!

We told you we had a great free gift coming up, and we delivered. By now you'll no doubt have our exclusive CD bangin' out of your stereo and want to know more about the people that feature on it. Read on...

## ZELDA

Track 1

Written by NCL's in-house music wizard, Koji Kondo, 'Hyrule' is the rousing orchestral track that plays whenever you emerge onto the expanse of the massive Hyrule Field. It proves that Nintendo is up there with the best of them when it comes to providing the perfect epic soundscapes to accompany videogames.



## EXTREME-G 2

Tracks 2, 4, 13, 15

Kick-ass drum 'n' bass is the order of the day as far as Acclaim's brilliant racer Extreme-G 2 is concerned. Written by Retrospect, tracks like 'Tethra', 'Eschaton' and 'Aquanor' are as good as anything your local D&B club plays, and the Supa Chilled Remix of 'Lumania' is the soundtrack to the perfect lazy afternoon. Retrospect is comprised of Acclaim's in-house composers Steve Root and Simon Robertson.



## WIPEOUT 64

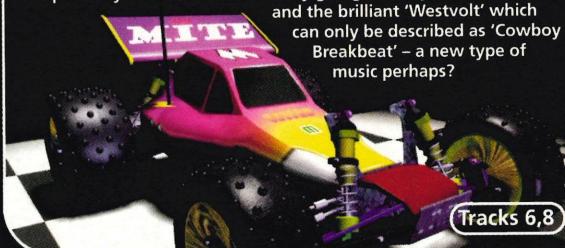
Tracks 3, 5, 7, 10, 12, 14



PC Music is a small team of committed composers, sound designers and programmers who have worked on over 100 titles for different formats. Their techno soundtrack for Midway's excellent Wipeout 64 surprised lots of critics by being as good as the tracks written by Fluke and the Propellerheads. 'Miles Ahead', 'Chasing Radium', 'Feel@Home', 'Monolith Boy', 'Tomorrow Reborn' and 'Sonic Trip' provide the perfect aural backdrop for the anti-gravity racing tournament. Even more impressive was the fact that they had compressed so much musical data onto an N64 cartridge, at great quality! They have just finished working on the soundtrack to *A Bug's Life*, and are now working on Disney's *Toy Story 2* for all formats!

Re-volt was worked on by many stars of the underground, from Phil Earl from Law and Auder Records, Larry Lush, Steve Root, Luke Warmwater from No Bones Records and Simon Robertson. The tracks are a mixture of styles that suit the upcoming racer perfectly. On the CD is the funky garage of 'Toys for the Boys' and the brilliant 'Westvolt' which

can only be described as 'Cowboy Breakbeat' – a new type of music perhaps?



Tracks 6, 8

## RE-VOLT

On the CD are two tracks from Forsaken: the 'Original Mix' by The Swarm, and a remix by top artists from the underground dance scene, Pearl and Koru. The Swarm (Steve Root and Dominic Glynn) have a cool *Dr Who* connection – Glynn remixed the theme for the TV series, while Root composed for the follow-up, *Eye Of The Beholder*.

In June, The Swarm release *Forsaken: The Music* through No Bones Records, which features tracks from the game as well as remixes by Andy Hughes from The Orb, T-Power, Fluid, Ross Gabriel, and of course Pearl and Koru!

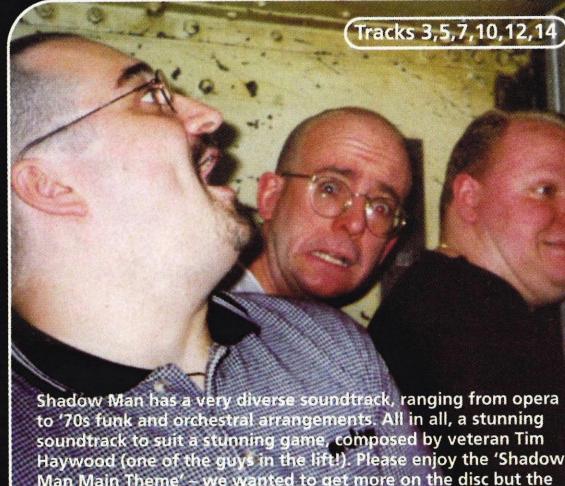
The first single, 'Pure Bitch Power' was released on the 24th of May, and according to Alec C from *DJ Magazine*, it's an 'abstract beefy roller of the absolute highest pedigree'!



Tracks 9, 11

## FORSAKEN

Tracks 3, 5, 7, 10, 12, 14



## SHADOW MAN

Track 1 written by Koji Kondo, ©1998 Nintendo Co. Ltd; Tracks 2, 4, 13 & 15 written by Retrospect, ©1998; Tracks 3, 5, 7, 10, 12 & 14 written by PC Music, ©1998; Tracks 6, 8, & 16 ©1999 Acclaim Entertainment Ltd/Iguana London; Tracks 9 & 11 remixed by The Swarm, ©1999 Control/Acclaim Entertainment Ltd. All rights reserved. Unauthorised copying, reproduction, hiring, lending, public performances and broadcasting prohibited.

▶ E3 NEWS

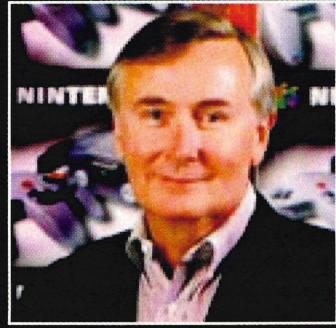


## DOLPHIN COMES UP FOR AIR AT E3!



In a pre-E3 press conference, the Nintendo of America chairman, Howard Lincoln, made a shock announcement that will send shockwaves throughout the industry.

Currently codenamed 'Project: Dolphin', Nintendo's next console will emerge world-wide at the end of the year 2000, putting it head-to-head against PlayStation 2 in



what will be the most exciting era of videogame history.

Nintendo has released a few specs, but other than that they are planning to keep everything quiet until later on this year; nevertheless we are salivating at the very thought.

At the heart of the machine will lie a chip called 'Gekko'. Developed by IBM, Gekko is an extension of IBM PowerPC Architecture that will leave PlayStation 2's 'Emotion Engine' blubbering like a baby. Based on IBM's ground-breaking 0.18 micron Copper Technology, it boasts a clock speed of 400 MHz, 100 MHz faster than the planned Sony machine. The graphics chip has been developed by Silicon Graphics offshoot ArtX (as we reported several months ago), and has 0.18 micron embedded DRAM Technology and an unmatched clock speed of 200 MHz.

Of great news to developers were the announcements that Matsushita/Panasonic developed DVD will be the format for the new machine (at which stage we and everyone else in the conference hall burst into applause) and that new technology will mean that it will not be possible for games to be pirated.

Panasonic will be making their own DVD players that will run Nintendo games, so it looks like the industry standard (the videogame version of VHS) will not be coming from Sony after all. Best of all, Nintendo has promised a sub £200 price point for the new machine. We all heard that about a certain 'Project: Reality' a few years ago, but this time, hot on Sony's tail, Nintendo will have no choice but to keep its promise... We'll bring you more about

### DOLPHIN SPECS

**CPU:**  
IBM Gekko Processor (an Extension of the IBM Power PC Architecture)  
400 Mhz Clock Speed  
Semiconductor Process 0.18 micron Copper Technology

**GRAPHICS:**  
Custom Chip Designed by ArtX Inc.  
200 Mhz Clock Speed  
Semiconductor Process 0.18 micron Embedded DRAM Technology  
Proprietary Technology

**SYSTEM MEMORY:**  
High Speed DRAM Technology  
Memory Bandwidth — 3.2 BG / second

**SOFTWARE MEDIUM:**  
Matsushita / Panasonic Unique DVD Technology  
Enhanced Counterfeit Protection

Nintendo's latest creation next month.

As exhilarating as that all sounds however, Nintendo made one thing crystal clear throughout the remainder of E3 — that its major commitments lie with us N64 owners who will see a selection of the greatest games ever grace our platform within the next few months.

## THE FULL LIST

Here is the complete list of N64 games that were shown at E3 '99 this year. Note: not included are games that were shown but have already been released in the UK.

THE 3DO COMPANY  
Army Men

ACCLAIM  
• ARMORINES



66

All-Star Baseball 2000  
Armories  
2000  
Jeremy McGrath Supercross  
NFL Quarterback 2000  
NBA Jam 2000  
Re-Volt  
Shadow Man  
Turok: Rage Wars (video)  
WWF Attitude

ACTIVISION  
• QUAKE II



A Bug's Life  
Quake II  
Space Invaders  
Spider-Man (video)  
Toy Story 2



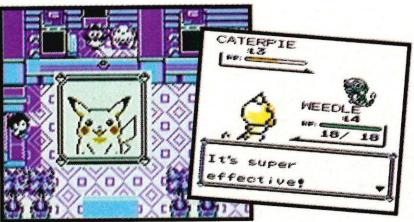
INSIGHT

## E3 NEWS

# POKÉMON!



Publisher: Nintendo Release Date: Autumn



There can be little doubt that these critters (despite their diminutive size) are going to be massive. Wherever you go in the 'States you can find them and, though it might be hard to imagine at the moment, in about six months time they'll be here and you won't be able to move for 'em. Having sold 2.6 million Game Boy games already, you can expect to see the TV show and a whole wealth of Pokémon-based titles. On the Game Boy front you will be able to play *Pokémon Pinball*, *Pokémon Red*, *Pokémon Blue*

and eventually *Pokémon Yellow*. In the name of research, I purchased both *Red* and *Blue* versions of the *Pokémon* games in LA and all that I can say is that I haven't stopped playing *Pokémon Red* since (my boss has nicked my *Blue*). On the N64 front we will finally get to play *Pokémon Stadium* and *Pokémon Snap*, the former being designed to work with the Game Boy titles. I had my doubts about whether or not us Brits would take to the *Pokémon* phenomena; now I know we will and you're gonna have to catch 'em all!

## E3 NEWS

# RAYMAN 2



Publisher: Ubi Soft Release Date: Autumn

In my opinion the star of the show – controversial maybe; but I'll put my money on *Rayman 2* being a mega smash hit. Though it is difficult to gauge a game's prowess in a busy convention centre, I can vouch for the fact that it is tricky – if my inability to negotiate a series of crates was anything to go by – which should ensure longevity. It is certainly one of the most gorgeous looking N64 titles ever.

Those who saw it were amazed to see such a fantastic

looking game – it even looked as good as the Dreamcast version! If *Rayman 2* has the depth, the replay value and the gameplay that it suggested, then Ubi Soft will have a monster hit on their hands.



# E3

## SPECIAL REPORT

Simon Philips

BACK IN LA  
For N64 owners, E3 looked set to be a little disappointing. Whilst the chance to play such must-have games as *Perfect Dark*, *Jet Force Gemini*, *Resident Evil 64* and *Donkey Kong 64* was an obvious bonus, many felt that Sega and Sony looked set to steal the show with the

Dreamcast and the previously well documented and highly publicised release of details regarding the successor to the PlayStation. However, a few hours after I arrived in LA, Nintendo of America made an announcement to a select group of the world's press that would send both Sega and Sony scuttling away for cover.

In an unprecedented move, Howard Lincoln spoke of Nintendo's next-generation console the 'Dolphin'. Cynics might suggest that Nintendo were forced to make some kind of announcement in response to Sega and Sony's machines. However, it is clear that Nintendo have been working for many years on this project and as you would expect, it will leave other next gen consoles wanting. The 'Dolphin' will be powered by a 400 MHz 'Gecko' processor, developed and designed by IBM, and signed to Nintendo in a \$1 billion deal. More importantly (and even more unexpectedly), this new console will have a world-wide release date to match the PlayStation 2 which will mean that before Christmas 2000 we shall all be



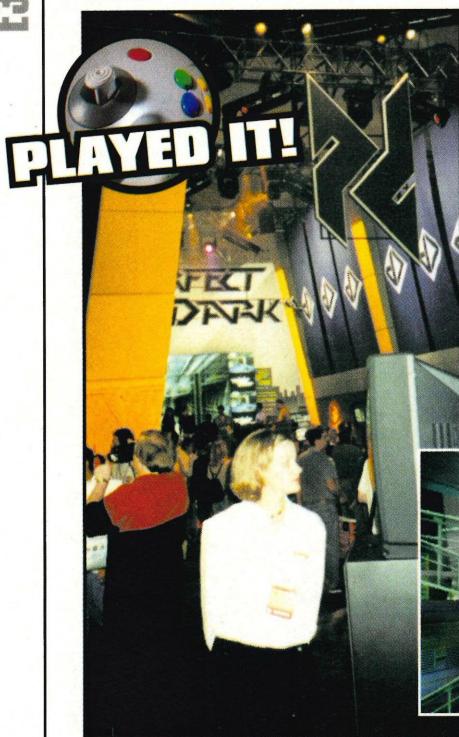
**THE FULL LIST**

<b>CRAVE ENTERTAINMENT</b>	Asteroids 64 Battlezone 64 Fighting Force 64 Gex 3: Deep Cover Gecko	<b>ELCTRONIC ARTS</b>	Hot Wheels Knockout Kings 2000 Madden NFL 2000 NBA Live 2000 Supercross 2000 Tiger Woods 2000 WCW Mayhem	<b>GREMLIN INTERACTIVE</b>	PREMIER MANAGER 64	<b>GT INTERACTIVE</b>	98:1 DUKE NUKEM: ZERO HOUR	<b>HASBRO INTERACTIVE</b>	Duke Nukem: Zero Hour 40 Winks	<b>KEMCO</b>	Daikatana Top Gear Hyper Bike Top Gear Rally 2 Shadowgate: Trials of the Four Towers
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 E3 NEWS

# A RARE COMMODITY

Once more at E3, Nintendo looked to Rare to provide some of the best games to be found anywhere in the show. Rare, as always, was more than up to the challenge. Rare also confirmed at E3 that all titles from now on will be acoustically enhanced by Dolby Surround Sound – Spot on!

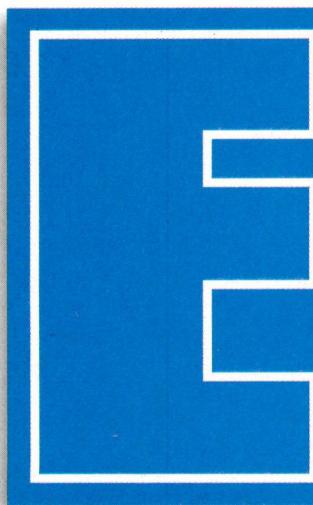


## PERFECT DARK

Release Date:  
December

**T**his is the game that everyone wants to be great and well, it is great. The feeling at E3, however, is that it is a little too similar to *Goldeneye* and to an extent this is true. If you have played *Goldeneye* (and who hasn't?) then you will feel very much at home. It is clear though, that the minor niggles have been addressed: bodies do not disappear when you shoot them until you have collected their ammo, which makes finding it a damn sight easier; vehicles, such as the DataDyne Helicopter, also attack you which is an

interesting addition – *Metal Gear Solid* anyone? It is true that the death animations of your foes bear a striking resemblance to those in *Goldeneye*, as do the bullet hole effects. However, complaining about *Perfect Dark* being similar to the 007 classic seems a little redundant – after all, *Goldeneye* was a damn-near perfect game and *Perfect Dark* will have everything that it's predecessor had, but with all of the flaws ironed out plus better and slicker graphics and a multiplayer experience to die for. Sounds perfect to me...

**Simon Phillips'**  
**SPECIAL REPORT**

able to get our hands on the most powerful console on the planet.

Even better news was the fact that the 'Dolphin' will not face the kinds of delays that so beleaguered the N64, as IBM already has the factories in place to produce the onboard architecture that will power the console (it is worth noting that although Sony is promising to release its console in Japan some time before Nintendo, it has yet to build the factories that will produce the so-called 'Emotion' chip – it seems that Nintendo is, as always, one step ahead of the competition). Moreover, the next Nintendo console will see the final demise of the cartridge in favour of DVD discs, which will no doubt encourage many developers to create software for the new machine. Come the end of next year Sony and Nintendo will be locked in a console war which will doubtless obliterate the Dreamcast and perhaps ultimately see who rules the console roost. Interesting times are afoot.

### 64BIT HEAVEN...

Aside, however, from the revelations regarding the 'Dolphin', Nintendo was very much still much focused on its current format and unlike the PlayStation's poor showing of (surprise, surprise) sequels, there were plenty of new and exciting titles that will see the N64 strongly through the next year and right up until it hands over the baton to its successor.

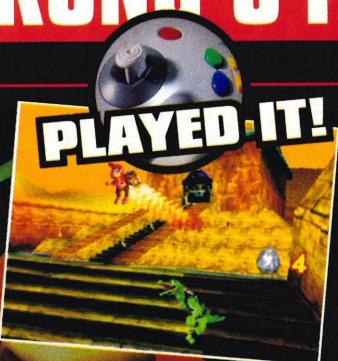
## THE FULL LIST



E3 SPECIAL REPORT

# DONKEY KONG 64

Release Date: November



**T**hough this was only announced very recently, it is clear that the return of Donkey Kong had been a well planned event – certainly it has been in development for quite some time. As with *Perfect Dark*, cynics could be heard; this time along the lines of 'Banjo-Kazooie with Apes'. Actually, we are talking about one of the best N64 platformers ever...

Donkey Kong 64 is the first game that will only run with the Expansion Pak. The pak will not make the game run in a higher resolution but rather the extra

memory will be used to enhance the graphics – and very nice they are too. Donkey Kong returns with Diddy Kong and some new friends – Tiny, Chunky and Lanky – who are needed for the four player mode. In the one player mode, all five characters will also be used as you make your way through eight worlds with the usual mixture of mini-games and bonus games to keep you at it for ages. It already looks amazing with some of the most fantastic lighting effects to be found this side of anywhere, and with at some six months yet to go before it is released, you can bet your life that it can only get better.

# JET FORCE GEMINI

Release Date: August

**T**he nearest to completion of the three, and the closest to release, *Jet Force Gemini* also seems to be one of the most difficult games to get to grips with. Unlike *Perfect Dark* and *Donkey Kong* you do not immediately feel comfortable with the style of gameplay. It is certainly fast and frenetic, but in spite of its Rare pedigree it was still a shoot 'em-up at heart, which tend to be a little shallow on the gameplay front.



However, I shall reserve judgement until I get the chance to play it a heck of a lot more than I did at E3. Rest assured though, it looks fantastic at the moment and I suspect that just like *Blast Corps*, the more you play the more engrossed you will become – I hope so!



Nintendo concentrated upon four key games/areas: *Perfect Dark* had its own atmospheric section, complete with four jodhpur attired ladies vying for your attention – they never really had a chance given that everyone wanted to get their hands on what will be the biggest game of the year. Also sectioned off was the excellent *Star Wars: Episode 1 Racer*, and given that the film was only a few days from its release this proved to be a shrewd move, attracting masses of interest. Then, of course, there was *Donkey Kong 64* which seemed further on in development than expected, as a good many of the levels were playable. Last, but by no means least, was *Pokémon* (in a variety of guises), which is nothing short of a phenomena in the making. When I spoke with THE'S Shelley Friend and Jeremy Dale, they were at pains to stress that *Pokémon* would be the next big thing; a trek around any of the shopping malls in the US reveal this to be the case. *Pokémon* is omnipresent, fury features peering over the top of toys, cards and games – come September you'll see much the same in the UK: *Pokémon* is going to be massive. Nintendo also showed off for the first time *Resident Evil 64* (which did indeed look better than the PlayStation versions), *Eternal Darkness* (which was quite clearly running on the Resident Evil engine), *Mario Paint*, *Mini Racers*, *Command & Conquer*, *Starcraft*, *Mini Racers* and a wealth of sports titles to keep fitness fans happy. Surprisingly though, *Jet Force Gemini* had (by comparison to other Rare titles) a fairly low-key presence, despite the fact that it will be released before any of the other Rare games. *F1: World Grand Prix II* was also shown, but the only real differences from its predecessor looked like some front-end tweaking and a serious speed enhancement – *Paradigm* has created a phenomenally quick racing game. With heavy emphasis placed on the big games of the year, plus a healthy smattering of other quality releases that will easily see off any competition from either console, the Nintendo stand stood head and shoulders above all others. Given that they were also showing plenty of great Game Boy Color games, the announcement of the new console completed an



## E3 NEWS

# N64 IN GREAT RACING GAMES SHOCKER!

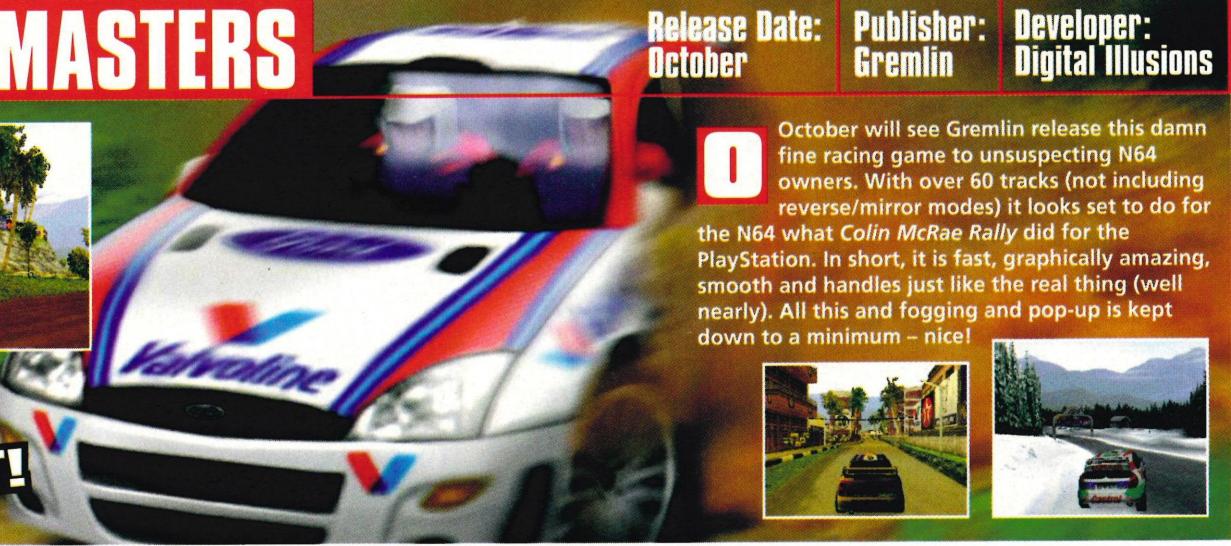
**N**ot that we would ever run down our favourite console or anything, but when it comes to racing games that involve cars, the N64 seems to have been somewhat short-changed. However, this year's E3 seems to have redressed the balance with some very notable and ass-kicking racing games.

# RALLY MASTERS

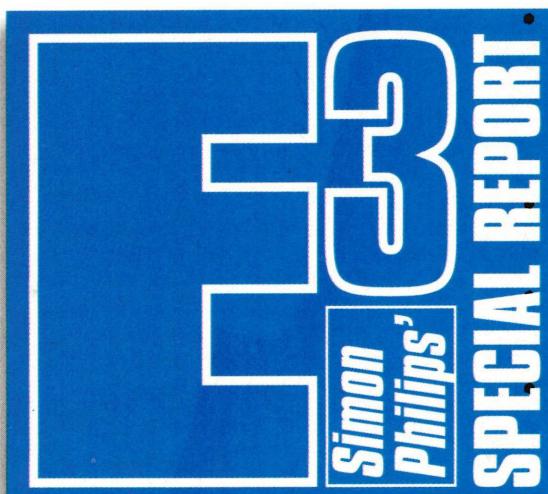
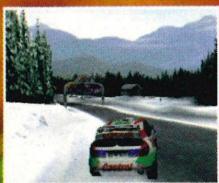
**Release Date:  
October**

**Publisher:**  
**Gremlin**

## Developer: Digital Illusions



**I** October will see Gremlin release this damn fine racing game to unsuspecting N64 owners. With over 60 tracks (not including reverse/mirror modes) it looks set to do for the N64 what *Colin McRae Rally* did for the PlayStation. In short, it is fast, graphically amazing, smooth and handles just like the real thing (well nearly). All this and fogging and pop-up is kept down to a minimum – nice!



atmosphere in which Nintendo had every reason to feel very smug indeed.

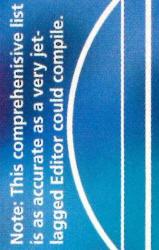
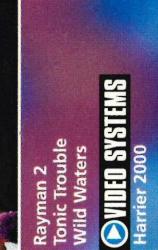
ROLL OF HONOUR

You might expect Nintendo to have had the lion's share of N64 products and you would be right. However, you can judge a console's health by the number of developers working on quality games for it. Fortunately, things again look good for the N64, now that developers have got to grips with the machine in ways that we could have never thought possible... Nowhere was this more obvious than at Ubi Soft's stand: *Rayman 2* is without a doubt one of the finest looking N64 games to date, and was on a par with anything that Rare have produced; visually it's stunning.

Midway who - with the possible exception of *Paperboy 64*, a standard update - is producing some seriously cutting edge games. *World Driver Championship*, *Ready 2 Rumble*, *Hydro Thunder* and *Mortal Kombat Special Forces* - all are or have the potential to be monster hits. *World Driver Championship* provides a much needed top-quality racer, which leaves PlayStation racers looking somewhat dull and graphically challenged; think of it as a cross between *Ridge Racer* and *Gran Turismo* and you won't be far off. *Ready 2 Rumble* is a rather groovy looking boxing game that, whilst obviously having a fair smattering of comedy moments, will satiate N64 owners

## THE FULL LIST

THQ (CONTINUED):



Note: This comprehensive list is as accurate as a very jet-lagged Editor could compile.

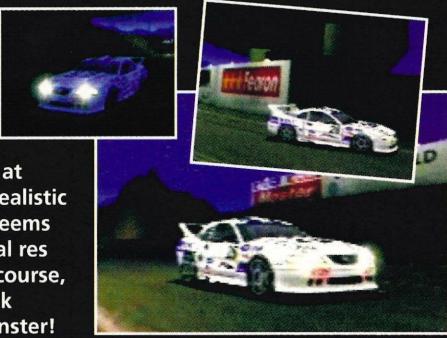
# WORLD DRIVER CHAMPIONSHIP

Release Date:  
September

Publisher:  
Midway



**I** was damn near blown away at the sight of this little beauty! Despite the fact that you could not access some of the later (and faster) vehicles featured in the game, the pace of it was phenomenal. The handling, however, is a little difficult to get used to at first, due to a combination of speed and realistic handling. Although the letter-box mode seems to slow the game down a little, the normal res mode is graphically sublime, and then of course, there is the two player mode, the playback mode, 30 tracks... This game will be a monster!



# ROADSTERS

Release Date:  
August

Publisher:  
Titus



**T**itus had promised us that this would be special – and they weren't wrong! Roadsters puts 30 of the most gorgeous convertibles in the world in your charge with the simple goal of winning races. Like many great racers you will need to win races or place bets to win cash to upgrade your vehicle. With 10 tracks (in varying weather conditions) and three degrees of difficulty, Roadsters should offer even the hardest racing fan a seriously challenging experience.



need for a decent fighting game – nice one Midway!

Midway! Titus also looked set to storm onto the N64, gone are the days of *Virtual Chess 64*. The stellar line-up from Titus included *Xena: Warrior Princess* – *Talisman of Fate*, *Blues Brothers 2000*, *Superman* and the stunning racer, *Roadsters*. With the announcement that

Titus had acquired a large stake in Interplay, Titus seem to be very much on the up and up. THQ was showing off a promising early build of *Road Rash*, as well as *Nuclear Strike* and *Michael Owen's World League Soccer*, both of which will not harm the reputation of the N64. Michael Owen's promises to match, and even perhaps better, the mighty ISS brand of footie titles. Given that it already looks better than any other soccer game on the N64, it might well prove to be a surprise hit.

Unsurprisingly, Acclaim had a mass of titles on display, highlights included *Turok: Rage Wars*, *Re-Volt*, the *Starship Troopers* inspired *Armories* and the highly atmospheric *Shadow Man*. As you would expect, each of these (especially *Shadow Man* and *Armories*) look absolutely stunning and will no doubt prove to be smash hits.

## HONOURABLE MENTIONS...

With other developers such as Kemco, Interplay, Rockstar, Gremlin, Hasbro, Activision, GT Interactive, Paradigm, Red Storm, Konami, SCI, Capcom and EA, all showing titles for the N64, it certainly was a very moral boosting experience for Nintendo's 64bit beauty. Given that I had to check out each and every one of them, it also proved hazardous for my health. Despite the fact that, just like the PlayStation, the N64 has just a year and a half of shelf life left it is quite clear that of the two, the N64 has still got a helluva lot more quality games on the way. Those who have been proclaiming the premature death of the N64 should learn to beware their ignorance. It is quite clear that Nintendo itself and a whole host of other developers are 100% committed to seeing the N64 off in a blaze of glory, preparing the way for the all-conquering 'Dolphin'. You can be sure that, as always, the mighty N's next-gen console will be the only games machine worth buying, but for the moment the N64 is still the king of the consoles.

# CHART ATTACK

BLOCKBUSTER

## TOP 10 CHART



1 FIFA '99



2 ROGUE SQUADRON



3 SOUTH PARK



4 WCW / NWO  
REVENGE



5 LEGEND OF ZELDA



6 VIGILANTE 8



7 TUROK 2



8 GOLDENEYE



9 V-RALLY '99



10 1080°  
SNOWBOARDING

Dept. 

TOP  
10

- 1 SOUTH PARK
- 2 LEGEND OF ZELDA
- 3 FIFA '99
- 4 ROGUE SQUADRON
- 5 BEETLE ADVENTURE RACING
- 6 TUROK 2
- 7 F-ZERO X
- 8 MISSION: IMPOSSIBLE
- 9 F-1: WORLD GRAND PRIX
- 10 WIPEOUT 64

TOTAL  
N64

MOST  
PLAYED

- 1 POKEMON SNAP
- 2 MARIO PARTY
- 3 FIFA '99
- 4 WAVE RACE
- 5 TUROK 2
- 6 MICHAEL OWEN'S SOCCER
- 7 CASTLEVANIA
- 8 VIGILANTE 8
- 9 BEETLE ADVENTURE RACING
- 10 SNOBO KIDS 2

TOTAL  
N64

MOST  
WANTED

- 1 PERFECT DARK
- 2 SHADOWMAN
- 3 DONKEY KONG COUNTRY 64
- 4 URA-ZELDA
- 5 JET FORCE GEMINI
- 6 HYBRID HEAVEN
- 7 ARMORINES
- 8 EPISODE ONE RACER
- 9 BANJO-TOOIE
- 10 ISS '99

# RELEASE DATES

Our release dates are brought to you by Department 1, and while they are the most accurate release dates you will find anywhere, bear in mind that in the games industry release dates often change with the wind... Whatever you are looking for, give Department 1 a ring on (0171) 916 8440.



## MAY '99

A Bug's Life	US	??-05-99
Carmageddon 64	UK	??-05-99
Duke Nukem: Zero Hour	UK/USA	20-05-99
Fighting Force	US	??-05-99
Gex 3: Deep Cover Gecko	USA	20-05-99
Mystical Ninja	UK	??-05-99
Playmobil	USA	20-05-99
Racing Simulation: Monaco G Prix	USA	16-05-99
Roadsters '99	UK	??-05-99
Shadowgate 64	UK	??-05-99
Snobo Kids 2	UK	??-05-99
Star Wars: Episode 1 Racer	USA	??-05-99
WWF Attitude	US	??-05-99

## JUNE '99

Charlie's Blast Challenge	UK	??-06-99
Command & Conquer	USA	28-06-99
Gauntlet Legends	USA	09-06-99
Harrier 2001	JAP	??-06-99
Jet Force Gemini	UK	??-06-99
Lode Runner	UK	30-06-99
Looney Tunes: Space Race	USA	20-06-99
Michael Owen's Soccer '99	UK	??-06-99
Rat Attack	USA	20-06-99
Superman 64	UK	??-06-99
Tonic Trouble	USA	20-06-99
World Driver Championship	USA	16-06-99

## HAVE YOUR SAY & WIN A GAME!

It's time to get your voice heard in the greatest N64 magazine! Send us a list of the five games you play most regularly, and the five games you are most looking forward to and we'll print charts every month. Oh yeah, and one of you every month will be picked out of a hat, winning a stonking new game in the process!

My 5 most played games are:

- 1
- 2
- 3
- 4
- 5

My 5 most wanted games are:

- 1
- 2
- 3
- 4
- 5

Name: \_\_\_\_\_

Address: \_\_\_\_\_  
\_\_\_\_\_

Postcode: \_\_\_\_\_

Send your entries to:  
Chart Attack, Total N64, Rapide Publishing,  
1 Roman Court, 48 New North Road, Exeter, EX4 4EP.

## JULY '99

4X4 Mud Monsters	USA	20-07-99
In-Fishermans Bass-Hunter	USA	20-07-99
Monster Truck Madness	USA	??-07-99
Survivor Day One	USA	20-07-99
Tetris	UK	??-07-99
F1 World Grand Prix 2	04-07-99	
Star Wars: Episode 1 Racer	UK	02-07-99
Jet Force Gemini	UK	??-07-99

## AUGUST & EVERYTHING AFTER

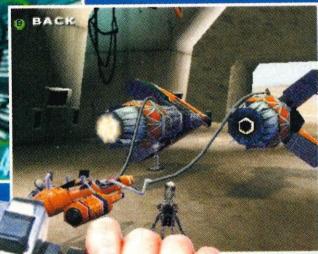
Army Men: Sarge's Heroes	USA	20-10-99
Biohazard 2	JAP	TBA
Command & Conquer	UK	??-08-99
Daikatana	UK	??-11-99
Donkey Kong 64	UK	??-12-99
Eternal Darkness	UK	TBA
Flying Dragon	USA	01-10-99
Hybrid Heaven	USA	20-06-99
Mario Golf	UK	??-10-99
Nuclear Strike	UK	TBA
Ogre Battle 3	UK	??-09-99
Perfect Dark	UK	??-10-99
Pocket Monster Pikachu	USA	TBA
Rayman 2	USA	20-09-99
R/C Re-Volt	USA	20-08-99
Revolver	UK	??-11-99
Riqa	UK	TBA
Road Rash 64	UK	TBA
Shadowgate Rising	UK	??-11-99
Shadowman	UK	30-06-99
Shadowman	USA	20-08-99
Tonic Trouble	UK	TBA
Top Gear Rally 2	UK	??-10-99
Top Gear Hyper Bike	UK	??-11-99
Turok 3	USA	??-11-99
Twelve Tales: Conkers Quest	UK	TBA
Twelve Tales: Conkers Quest	USA	TBA
Xena	UK	??-11-99

# REVIEWS

## CRITICAL MASS

### STAR WARS: EPISODE 1 RACER 30

Just when it looked like the N64's pool of blockbusters was just about to dry up, THE gave us all a welcome shot in the arm with an announcement out of the blue that Star Wars was ready for review. We took a trip up to Ye Olde Londinium Towne (where the streets be paved with gold) and played the game to death. We're also the first mag on the market with the review. Hey, it's us!



**TOTAL**  
FEATURING  
GAME BOY COLOR  
**N64**

90-100%

**Gold Award**

The Total N64 Gold award applies only to those absolutely brilliant games that you really should own if you know what's good for you!



80-89%

**Silver Award**

The silver award is given to games that are very, very good, but fall down on minor points or may not appeal if you don't like the genre.

**MYSTICAL NINJA: GOEMON 2** 36

The man with a blue pineapple on his head is back and ready for action once again! He's brought his friends and of course, Impact along for the ride, and thankfully the game does not disappoint in the slightest!

**SCORES**

90-100%

Beg, borrow or steal to get your hands on these!

80-89%

Great games with one or two minor flaws.

61-79%

Worth a look if you like the particular genre.

41-60%

These games are seriously flawed and disappointing.

00-40%

Utterly rubbish. Don't go within a mile of these games!

**RAMPAGE 2: UNIVERSAL TOUR** 50

The monsters are back in town, and up to their skyscraper-squashing antics again! Except this time they're going further afield!

**POKEMON SNAP** 44

Ever fancied a safari but couldn't afford it? Pokemon Snap is the next best thing!

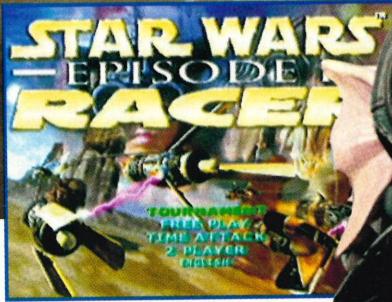
**AND THE REST...****Bottom Of The Ninth**40**NBA In The Zone**42**Charlie Blast's Territory**46**Blades Of Steel**48**Super Bowling**52

## REVIEWS

PUBLISHER | DEVELOPER | PRICE | RELEASED | PLAYERS | VERSION | SAVE GAME | RUMBLE PAK | EXPANSION  
 NINTENDO | LUCASARTS | £49.99 | 4TH JUNE | 100 | PAL | BATTERY BACK-UP | YES | YES | YES

STAR WARS: EPISODE 1 RACER

# STAR WARS: EPISODE 1 RACER



These intro screens have come on a long way since *Target Renegade* flying through a window, haven't they?



If it's Star Wars™, it's big – so the rule stands for movies and videogames alike. But is it any good? Read on, young Jedi...

**P**ut two innocuous little words on just about anything and it'll give hot cakes a run for their money. Star Wars™ is big business.

Games that include the words Star Wars™ in their title might as well have the money presses standing by, because no matter what the quality, you lot just can't get enough of them. So when we

got our mitts on the latest Star Wars™ game – tongue-twistingly titled Star Wars: Episode 1 Racer – we were only half excited.

Initially SWE1R is slow, ungainly and plays like any number of other poor N64 racing games, only with a Star Wars™ back-drop, and seems to support the age old 'the N64 can't do speed and great graphics' bug-bear. While there is no doubting SWE1R's graphical loveliness, the thing about these

## BUSTED!



Try to experiment with every Pod Racer, and find the one that suits your own playing style best. Some players will prefer those racers that accelerate slowly but achieve a high top-speed, for example.



Try to stay in the middle of the track at all times, and on the road. Areas off the road cause friction that slows you down.



If there's a tight spot coming up and you don't know if you'll fit through, press C-Right or C-Left to flip your Pod Racer on its side.



When you're turning press the Z button. This will cause your Pod Racer to skid, and make manoeuvring around obstacles much easier.



## NEW YEAR'S RESOLUTION?

Of course, SWE1R utilises the expansion pak, to provide stunning graphics similar to, but better than, those seen in *Rogue Squadron*. Amazingly, however, the game still hurtles along at breakneck speed with minuscule frame-rate problems, even in the two player mode!



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## CHARACTER ASSASSINATION

Star Wars: Episode 1 Racer gives a valuable insight into the new Star Wars™ movie, by featuring loads of weird and wonderful characters.



Dud Bolt has above average acceleration on his Pod Racer, but poor handling and turn response. He lives up to his name then!



Anakin Skywalker is a boy with an ambition to be a starpilot. Something tells us he achieves this – and then some! His Racer has great handling but quite poor acceleration.



Ebe Endocott's racer is a little slow on turns, but it has good acceleration and great handling.

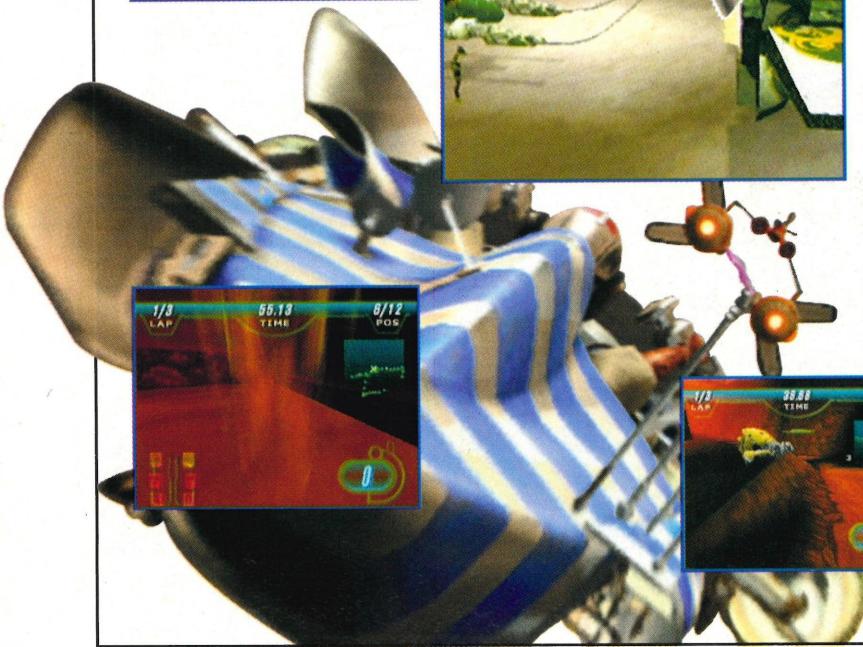
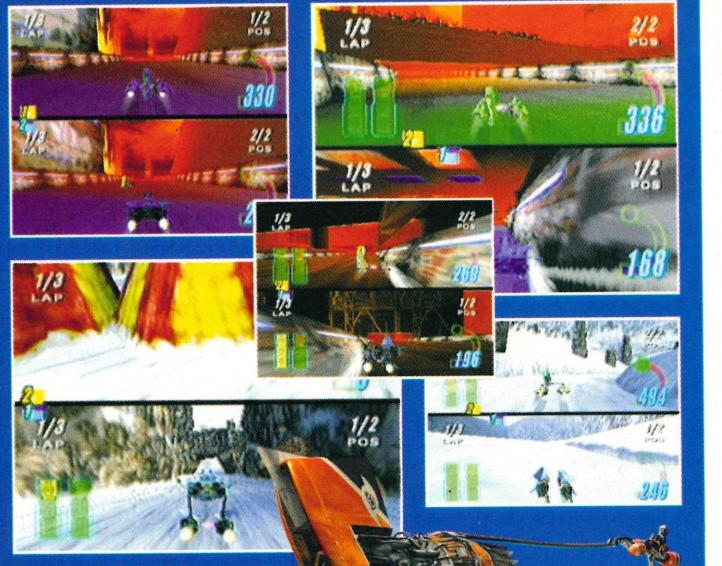


These anti-gravity tunnels blow away those that we shot through in *F-Zero X*.



## POD RACING PAIRS

The two player game is great, encouraging dastardly behaviour to win. For example, you can set gas fields alight as you fly over them, totally obliterating your opponent!



Pod Racers is that they're supposed to travel at speeds up to and around the 600mph mark...

However, Lucasarts has had a good couple of years to work on SWE1R and it shows. It's not just a half-baked, half-hearted excuse to part you with your well-earned cash. How? Well, it's simple, SWE1R uses every trick to force (sorry) you to race and race again. Firstly you have to raise enough Truguts (the unit of currency – don't you know anything?) to upgrade your lowly craft (and you'll want/need to). You then purchase pieces of equipment that will improve your Pod Racer's traction, turning, acceleration, top speed, air brake, cooling and repair capabilities. As you do so, all the initial problems of this and virtually every other N64 racing game melt away and you are left with a super smooth, very fast and all-round kick-ass racer. You start with only six vehicles but again, repeated play (and with races won) you can add another 15 to that list to compel you to keep on playing. These two single aspects add longevity to the game, it may be unoriginal, but it certainly works – you'll be coming back again and again. Just getting the opportunity to race a faster and faster ship is enough, if only because you might never have thought that you would see the day when you'd get to play such a superlative racer on the N64.

It isn't quite all good news, the frame rate at times slows almost perceptibly, the sound

effects (especially the speech) get a little repetitive and it has a learning curve that would embarrass Everest. However, this amounts to very little, it is by and large sickeningly fast, most of the time you don't notice the speech (you're too busy wrestling with your Pod Racer) and the game sucks you in with some easy initial stages then expects you to work a little for the rewards – sounds reasonable to me...

## SOUND

*Master of sound that it is, Lucasarts crams in the action movie effects and speech, though the speech can get a little repetitive.*

We never dared hope that SWE1R would be anything like as good as it is; and the bottom line is that even without the Star Wars™ licence it would still be the best racer on the N64. However, with the licence SWE1R will prove to be one of the most important and exciting N64 games of 1999 – buy it, as if you needed any prompting.

RATED BY: SIMON

TOTAL N64

**TOTAL N64**  
+ GAME BOY COLOR

## PLAYED & RATED

The licence adds the flavour, but even without it this is the best racing game on the N64 bar none.

## ACID TEST

- + Frighteningly fast.  
You'll be playing this for ages.
- Repetitive speech.  
Sheer face learning curve.

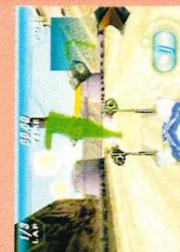
**95%**



The control stick is very sensitive, so don't go over the top when steering your Racer. It's a very powerful beast of a machine, and you must respect it.



Press forward on the control stick to go faster, and hold back to slow down a bit when you are taking very difficult turns.



To get a turbo start at the beginning of the race, tap and hold the A button while pushing forward on the control stick.



Don't over-boost. The extra speed is useful but if you overload the engine it'll catch fire and then you'll be sorry!

## ► THAT'S NOT URANUS!

There are 25 tracks in SWE1R set over a number of planets littered throughout the galaxy.



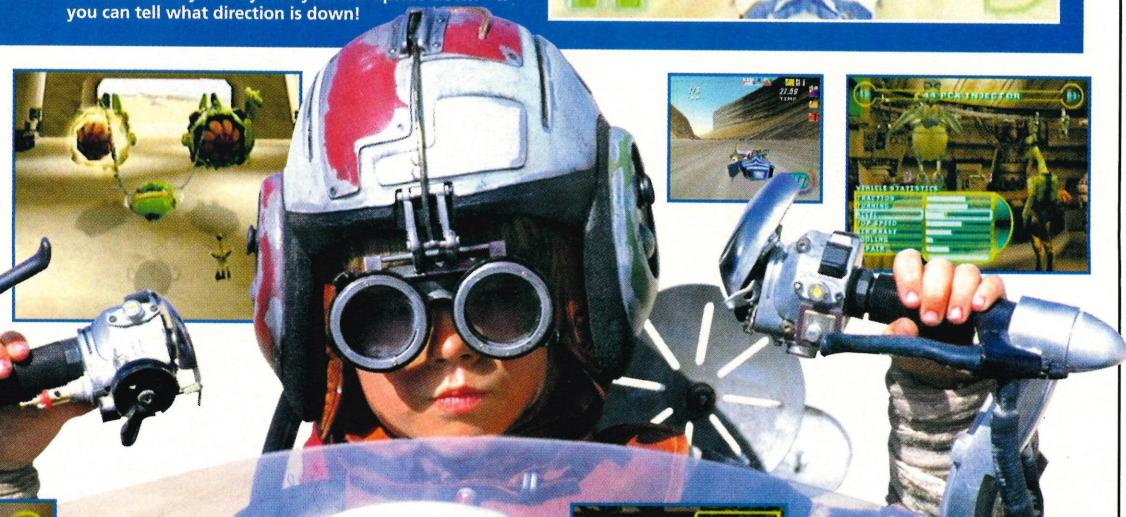
► Aquilar is the obligatory water planet, where the course takes you both above and below the surface of the planet! Make sure you've packed your snorkel!



► This is Tatooine, which is, of course, Anakin Skywalker's home planet.



► The Pod Racers are absolutely huge, with an average length of about nine metres from tip to tail!



► The maps give you a good chance to plan out a mental route in your head before the race starts.



# Hotter than burnt



# toast...



# N64 GAME BUSTER

MICRO MACHINES...THE SMALLEST  
GAME WITH THE BIGGEST GUIDE!

## Smashed!



BEETLE ADVENTURE RACING

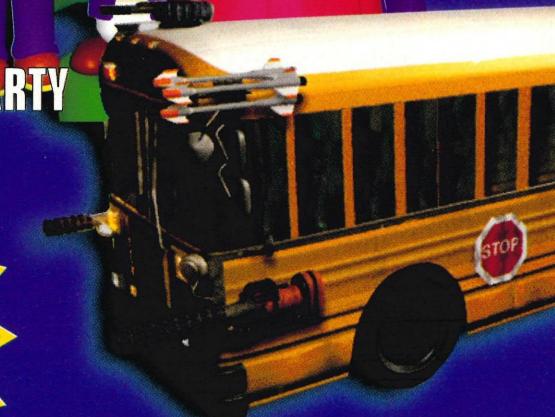


MONACO GP



MARIO PARTY

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OVER  
£2500  
OF PRIZES



VIGILANTE 8

THE FASTEST GAMES ON EARTH,  
TOTALLY BUSTED LOOSE, MAN!

ON SALE NOW!



## REVIEWS

PUBLISHER | KONAMI | DEVELOPER | IN-HOUSE | PRICE | £49.99 | RELEASED | MAY/JUNE | PLAYERS | 3 | VERSION | PAL | SAVE GAME | MEMORY PAK | RUMBLE PAK | YES | EXPANSION | NO |

# MYSTICAL NINJA 2: STARRING GOEMON



## THE BONKERS BRIGADE



There are four playable characters in the game. Of course there's Goemon himself (armed with what looks like a huge 'erb pipe) and Ebisumaru – who has the funniest run in gaming history and a superb method of batting enemies towards you (a move reminiscent of Konami's *Teenage Mutant Ninja Turtles* game on the SNES)!

Sasuke is a little elf armed with a sai who slices enemies in twain with abandon. He is smaller and a bit faster than other characters and can jump a little further. He also has grenades, mines and a thoroughly dangerous hair attack.



Yae is an androgynous fella/girl with green hair. S/He's the last character you obtain, but not really anything special.



**We're in a bit of a game drought at the moment, so Konami's latest adventure is sure to come as long-overdue relief!**

**G**oemon has starred in some great games, from his superb debut on the SNES to his first N64 outing and... well I think that's all, but two fine games out of two is not bad.

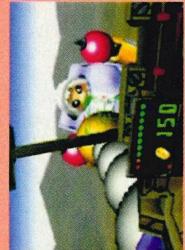
Luckily, *Mystical Ninja 2: Starring Goemon*, has the same formula that made the previous games such a joy to play, with a couple of new features to keep long-time fans happy.

One of these is that certain sections of the game are no longer in three dimensions, but based upon 2D platforming that harks back to the days of *Super Mario World* on the SNES.

Although they are beautifully rendered in 3D polygons, movement on these sections is limited to the X and Y axes. The best feature in these is a compelling two player mode where interaction is both necessary to advance, and damn good fun too! Jumping on your partner's back allows you to play

**PLAYABILITY**   
*Mystical Ninja 2* plays like a dream, evoking the classic Nintendo platformers of the SNES days. Really, no problems 'ere Guv'nor.

## BUSTED!



Controlling Impact is not that difficult, but it seems a bit overwhelming at first. To start with, a simple jab is activated by B, while A produces a super knockout punch!



Press C-Up, C-Down, C-Up and A to activate a mega-speedy punch combo which inflicts mucho damage on your huge metallic nemesis!



Pressing Z fires a stream of molten metal at your opponent. The laser is very useful but runs out quickly, although it recharges after a little while.



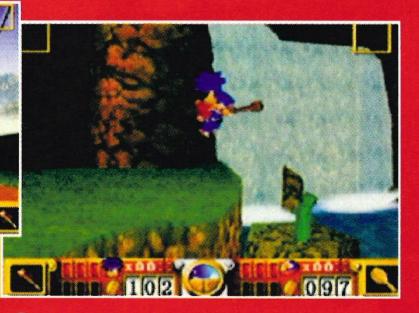
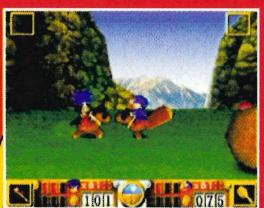
The blast beam is a belter of a weapon, activated by the combo of C-Down, Z. It is very powerful but hard to aim and only available to use a couple of times in each fight.

## TWO'S COMPANY

The multiplayer game in *Mystical Ninja 2* is great fun, with the emphasis placed on team-work and interaction.



▲ This rock needs to be pushed to flatten enemies, and your partner can run on the top at the same time like a deranged hamster!



▲ You can give your partner a piggy-back if you wish. Attacks are twice as powerful in this arrangement!



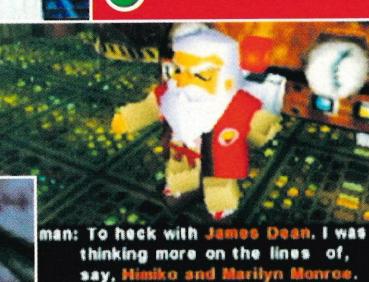
# REVIEWS

## THE FUNPOWDER PLOT

Mystical Ninja 2 is very much plot driven, propelled by a bonkers storyline which is perhaps crazier than the last time around (remember the opera and dance-loving aliens that took over Peach Mountain?). Importantly, you are kept up to date with the goings-on by a series of cutscenes.



Rebel Without A Claus?

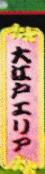


man: To heck with James Dean, I was thinking more on the lines of, say, **Nimiko and Marilyn Monroe**.

You may have saved his Kingdom, but the chances of getting to 'trow one in his daughter are probably limited. Maybe if Goemon was to stop wearing make-up?



A big creature made of rock who tries to fall on top of you... hands up if you spotted him in *Mario 64*.



This guy looks familiar... I'm sure he appeared in *Castlevania* and *Contra 3*. Is he Konami's new mascot or something?



in manic piggy-backed tandem with increased power and laughability! You can also ride animals such as fat little horses, with which you can kick your enemies' teeth in! It proves that old game styles are not obsolete as long as they are created with enough panache and care.

Of course, the sections between the arcade-style levels are very familiar, set in Japanese villages where you can explore, make friends, buy important goods and do good deeds for people. For example, in one hut you find a guy called 'BeatMania' (the name of Konami's biggest arcade hit of recent times), a dance guru who

## MULTIPLAYER

**Great fun – seeing little fat Japanese blokes giving each other piggy backs provides oodles of manic madness! You can't hit each other though!**

has lost his audio equipment. You could imagine a superb *BeatMania* mini-game as your reward (the SNES game featured an arcade perfect version of *Gradius*, so why not?) but unfortunately it doesn't happen; perhaps the game's most disappointing moment!

Fighting giant bosses is accomplished from the control terminal of Impact, the superb giant robot from previous games. When toe-to-toe you are offered a variety of special attacks with which to clean their clocks. It's great.

The game eschews Konami's recent ground-breaking graphical techniques showcased in games like *Castlevania* and *Hybrid Heaven*, but nevertheless the graphics are beautiful and very smooth in a more traditional sense, especially some of the backgrounds in the platform areas. The sound is your usual mix of traditional Japanese music and manic



speech samples, but it is nonetheless bursting with charm.

*Mystical Ninja 2: Starring Goemon* is not for everybody. Its depth and puzzles are no match for *Zelda*, and its platform action is not as polished as that in *Banjo-Kazooie*, but nonetheless it is a thoroughly charming and often brilliant game, brimming with weirdo-zone Japanese humour and gorgeous characterisation. Four playable characters, rock-hard later levels, a plethora of puzzles to solve, quests to undertake and strange people to meet should mean that it'll hold your attention for a respectable amount of time. If you've loved a *Mystical Ninja* game before, you'd better get yourself a mortgage, decorate a nursery and move in with the sequel, because it's probably the best instalment ever.

RATED BY: JON

TOTAL N64

## TOTAL N64

**PLAYED & RATED**

A great game that should appeal to everyone. Impact!

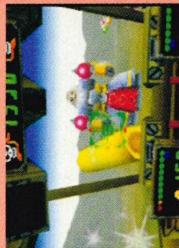
### ACID TEST

**+** Different from the crowd. Great Japanese humour.

**-** Nothing too ground breaking.

**90%**

## BUSTED!



The right shoulder button releases an explosive shell, and although it looks impressive, it's not actually very useful



Holding A and B together makes Impact block, protecting Goemon's fragile and squishy body from damage within its metal frame.



The 'Delicious Attack' is a beauty, consisting of three stinging licks with the B button, followed up by a stupendous A-activated uppercut which sends old chrome-ass flying!



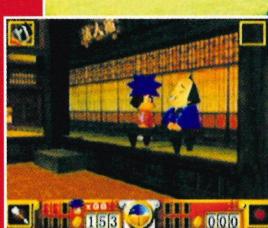
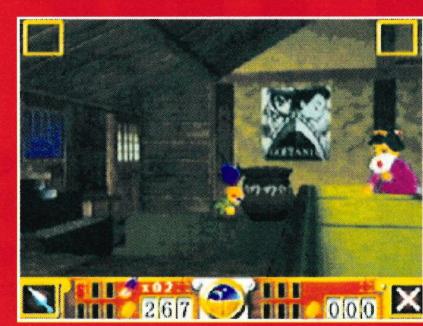
The G-Kick is activated by C-Down, C-Down and A. This is a classy move that puts a size 3000 sandal down old Metal Mickey's gullet.



## VILLAGE PEOPLE



Some stages of the game are three dimensional village sections where you can roam about to your heart's content, meeting the strange people that live there.



See the poster in the background. Recognise it? Humorous little touches like this are evident throughout.



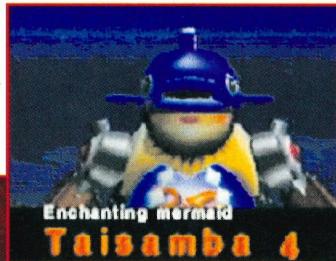
This is what Simon looks like when he catches me and Lee playing Shanghai on the Game Boy when we're supposed to be working!



## LET'S TALK ABOUT MECHS, BABY!



When fighting the bosses in *Mystical Ninja 2* you are often transported to the helm of an ultra-cool rouge-cheeked Power Rangers-esque mech called Impact. The bosses are usually quite nasty and you're going to have to be a bit proficient with Impact's metal limbs if you're to make any headway!



Whaddaya gonna do? Kiss me to death? Come on metal boy – let's see what you got!



When you defeat the bosses you are treated to a painful-looking death sequence, or maybe he's just had some Thai chillies!



## REVIEWS

PUBLISHER  
KONAMIDEVELOPER  
IN-HOUSEPRICE  
£50.00RELEASED  
OUT NOWPLAYERS  
4VERSION  
NTSCSAVE GAME  
MEMORY PAKRUMBLE PAK  
NOEXPANSION  
NOEXPANSION  
NOBOTTOM OF  
THE 9TH

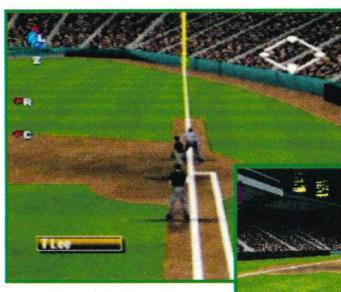
## TRAIN GANG

The training option is arguably the most important addition to the silicon baseball game. Giving you the freedom to practice relentlessly in three disciplines – fielding, batting and pitching – you can familiarise yourself with the controls and work on separate plays. You can also practice with your favourite pitcher or batter if you wish and with any team featured in the game – which is just about all of them.

TRAINING

BATTING  
PITCHING  
FIELDING

It must have taken the developers ages to cut the grass into that pretty shape!



**Let me go, pleeeeaaase not another one!! Don't make us play another one, we hate them! For the love of God, don't!**



baseball. What can you say about it, eh? It is dull, boring, tedious, uninteresting, slow and rather unappealing – that is unless you happen to be of American origin. So when we establish that baseball is an American sport played in America and played almost solely by Americans, one has to wonder why they are constantly trying to shove it down our 'European' throats. We DON'T like it and we DON'T want it! Pleeeeaaase get that into your 'chilli-dog' filled, 'twinky' ridden, 'sidewalk' saddled pieces of dead meat that is the American brain.

It's not that we hate the sports that they provide us with, or that they are the most annoying we have ever witnessed, it's just the simple fact that they overcrowd an otherwise impressive N64 games library. We have the same

trio of EA Sports, Acclaim and Konami plying us with basketball, baseball and American football in monthly doses and it is getting tiresome – especially as none of them are what one could call revolutionary or particularly innovative. Anyway, perhaps we should give Konami's, Bottom of the 9th, a chance to defend itself.

## GRAPHICS

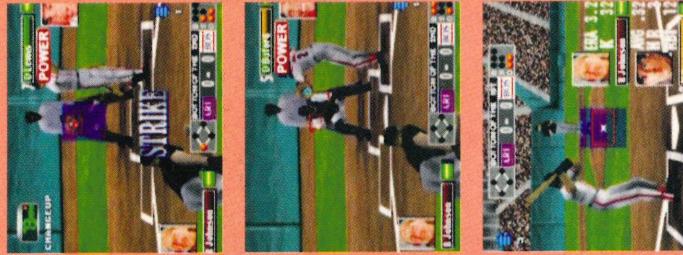


There are a number of nice animations such as lazy bat swinging and crotch scratching, and there appears to be no slow down or adverse glitches at all.

Playing in a remarkably similar way to EA Sports' *Triple Play 2000* and Acclaim's *All-Star Baseball 2000*, Bottom of the 9th is a user-friendly forage into the high-profile American sport. The

## BUSTED!

There are many ways to get yourself a home run. Hours and hours worth of hard practising with frequent tuition from the top players of the baseball league, or through your own cunning and guile. If you opt for the latter, you may attain success with this foxy little move. Let your opponent 'strike' twice without moving your bat. When he then pitches for a third time he will throw an easier ball, and one well within your capability of getting a home run.



resemblance doesn't stop with the theme of the game, though. The graphics – however limited the variation can be within a genre like this – strike an alarming match to the others – albeit without the use of the expansion pak – and the execution of the game also follows a similar path. Cross hairs for the pitcher, cross hairs for the batsmen and a number of different moves for each to administer. Nothing is overly different to what has passed before in the other titles.

The game isn't a bad one by any means. It has its fun moments and Konami's reputation cannot be faltered in the sports sector – think *ISS* and you'll agree. The sad truth is there have been far too many of these American sims and it is now getting tedious. Give us some innovation or you'll find these clones in the garbage can.

RATED BY: LEE

TOTAL N64

## TOTAL N64

### PLAYED & RATED

What is there to say. Not bad for a weak and overrated American sport that has won few friends over here.

#### ACID TEST

**+** You get to 'play ball' with the sports biggest names.

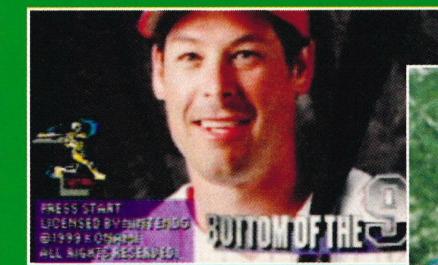
**-** It's baseball! There are better things to do with that bat.

75%

## THERE'S A MOOSE, LOOSE!

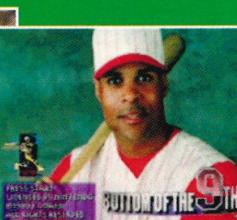


For some strange reason nobody in the office is a baseball fan, but we must confess that they have some of the coolest haircuts around... Not!

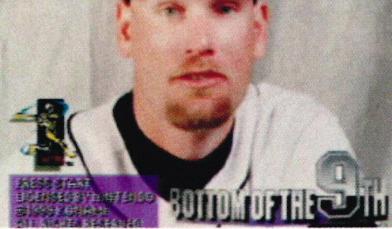
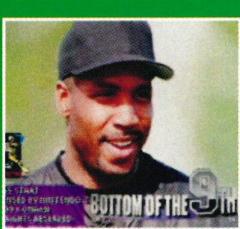
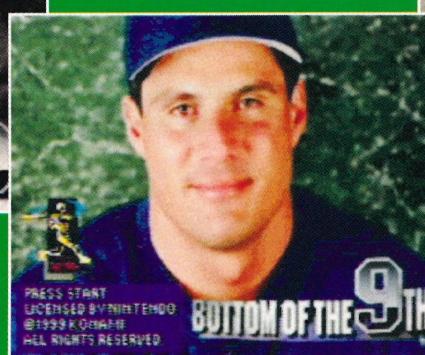


When the ball is alive you can still run players out. The camera switches to long-zoom and you can see everything you need to see.

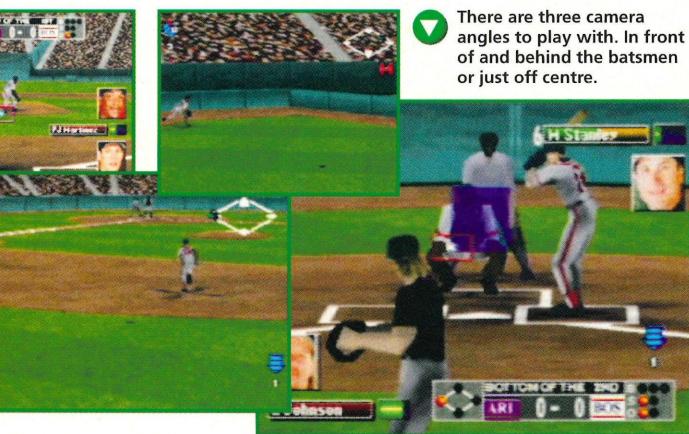
These are the top stars of the National Baseball League, and they represent the quality and charisma the sport has to offer the public. Every time you load *Bottom of the 9th*, you will be greeted by a different star. Each shot will be a close up of his head and they all sport cheesy smiles. Ooo what lovely hair they have, too!



"I am the law!"  
No you're not.  
"Yes I am!"  
No, you're not!  
"Am!"  
Not! Not! Not! Not!



There are three camera angles to play with. In front of and behind the batsmen or just off centre.



## REVIEWS

PUBLISHER  
KONAMIDEVELOPER  
IN-HOUSEPRICE  
£50.00RELEASED  
OUT NOWPLAYERS  
6VERSION  
NTSCSAVE GAME  
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ZONE '99

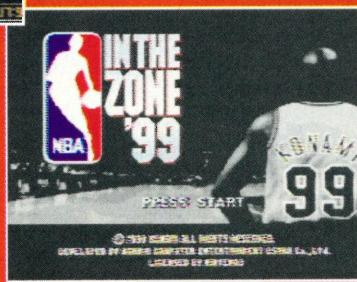
## DODGY EDITOR

If you are bored with the run-of-the-mill selection of players at your disposal, NBA in the Zone gives you the opportunity to create your own. The edit facility allows you to change every aspect and attribute including his height, weight and even his ball skills... ooo err missus!



The chap in the screenshot is a creation of TN64. He is as fat and as tall as possible and will surely take some stopping on the court...

Unlike this guy!



Throughout the course of a game, statistics and figures will pop up at certain intervals to show exactly how good individual players are.



We may as well re-name ourselves "Yankee sport sim 64" if this trend continues much longer... here we go again!

**W**e all know that sport plays an important role within society.

We also know that sport simulations play an important role in the videogame industry. What we can't understand, though, is why we have to put up with so many of them.

Month after month we are treated to a selection of sports software from a multitude of games publishers harbouring the same intentions and giving us virtually the same material. American football, baseball, ice hockey and basketball are the main culprits, and each feature a healthy back catalogue in the N64 games library.

Although we can't say we hate them in so many words, it would be nice to see something a little more original, instead of the same old games with a few modifications.

Put simply, NBA In The Zone looks like, plays like and is all too

similar to the plethora of basketball games currently circulating the N64 market. Once more we see authentic teams compete in replicated stadiums, wearing real strips and featuring the superstars of the sport plying their trade – the little digitised pictures of the players also feature and they're by no means a pretty-looking bunch of lads. Statistics aside, cheesy American commentators provide the dialogue and the choice of gaming modes available is a reasonable one. You can partake in a full NBA league season or

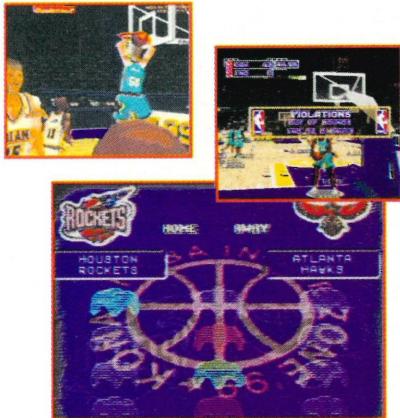
## LONGEVITY

**This is just another ordinary piece of sports software. There is nothing remotely different from the others that have preceded it and it could easily be surpassed within months of its release.**

## BUSTED!

## ... BY ANY MEANS

There are many ways to conquer a sports simulation without having to enter secret codes every time. You can either play to the rules and practice hard, or you can foul your way to success. Fouling may not be within the rules of the game but you can take opponents out with one sweeping move and hope you are not spotted by the ref. When opponents are in the air press 'A', hold the trigger and press a 'C' button to send the jumping player tumbling to the floor.



cut straight to the playoffs. Exhibition matches are available and a 'free-throw' tournament is also on offer.

One particularly fun feature is the player editor, which allows you to change skill attributes, rename them and give them bandages and big socks to make them look like social outcasts – oh what fun!

It plays just the same as basketball games that have gone before and you will find the whole experience frustratingly familiar. Maybe it's best to wait for the next NBA game to come along instead of shelling out for this one, but then again, it could well be no different.

RATED BY: LEE

TOTAL N64

## TOTAL N64

## ★ PLAYED &amp; RATED ★

By no means the worst title you'll ever play on the N64, but falling short of a wholesome recommendation.

## ACID TEST

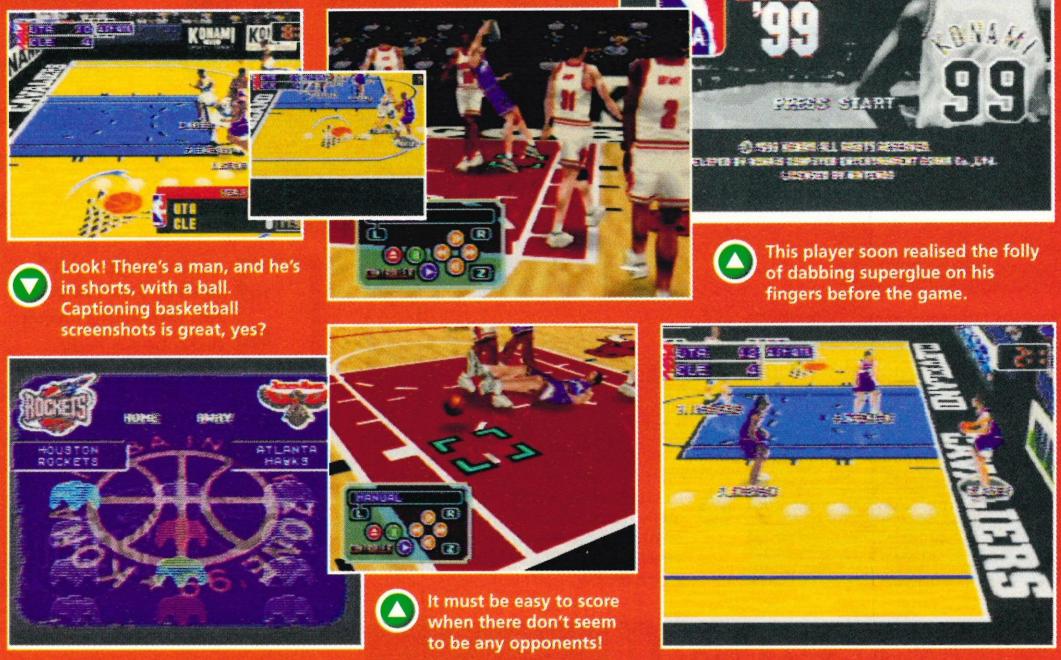
Every NBA team imaginable makes an appearance.

If you don't like basketball, you ain't gonna like it.

77%

## LOOP DA HOOP

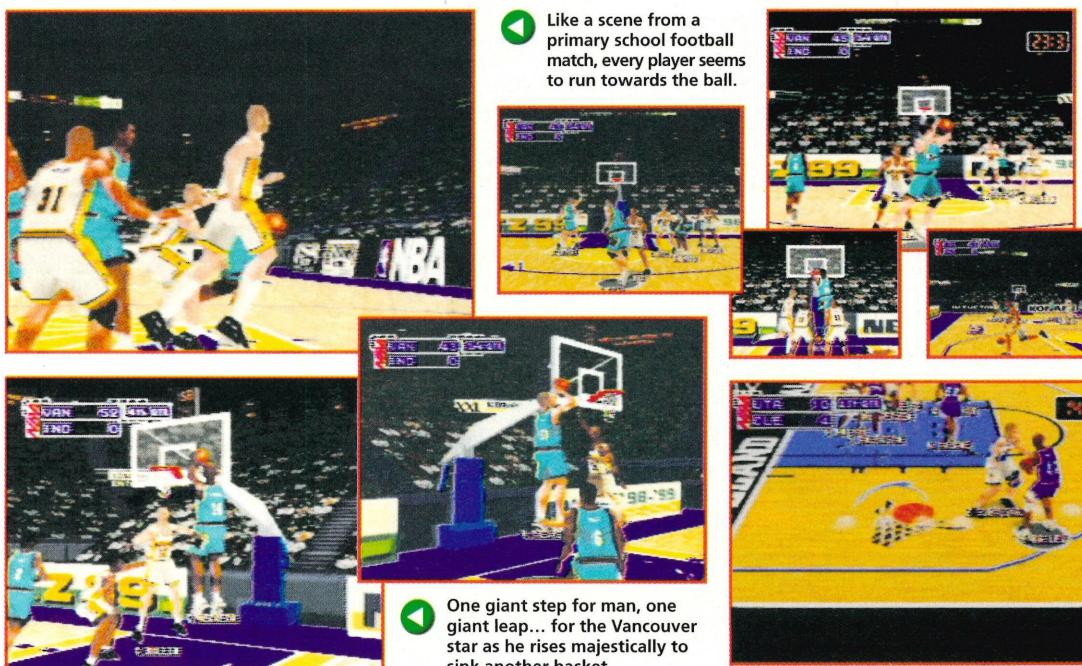
NBA In The Zone '99 doesn't just resign you to playing basketball set within the confines of a league parameter. There are various other game modes for you to grapple with, including this one where you have to sink as many balls as possible within a specified time limit. Not only that, you have to move from stall to stall in the process, giving you precious little time to find your bearings and steady your aim.



Look! There's a man, and he's in shorts, with a ball. Captioning basketball screenshots is great, yes?

It must be easy to score when there don't seem to be any opponents!

Like a scene from a primary school football match, every player seems to run towards the ball.

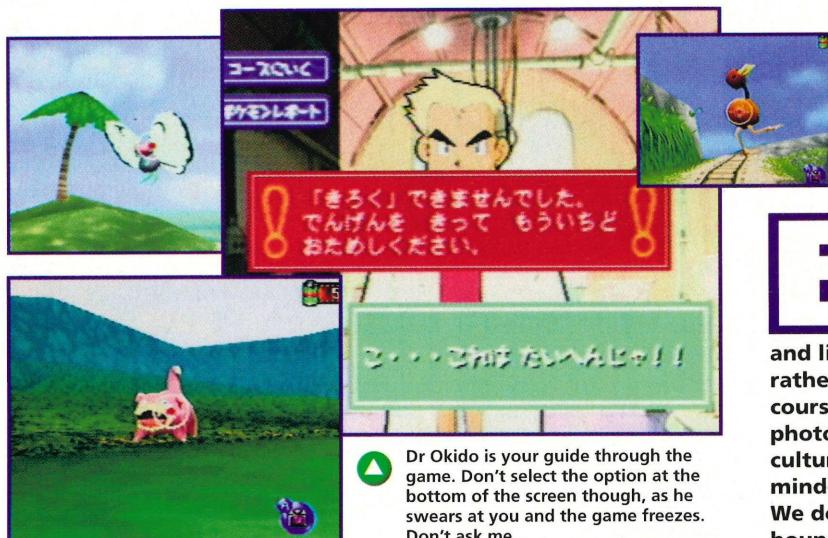


One giant step for man, one giant leap... for the Vancouver star as he rises majestically to sink another basket.

## REVIEWS

PUBLISHER NINTENDO | DEVELOPER NINTENDO/HAL | PRICE £50 APPROX | RELEASED OUT NOW | PLAYERS 1 | VERSION NTSC | SAVE GAME BATTERY BACK-UP | RUMBLE PAK YES | EXPANSION NO

## POKEMON SNAP



Dr Oak is your guide through the game. Don't select the option at the bottom of the screen though, as he swears at you and the game freezes. Don't ask me...

## VEHICULAR VERNACULAR



This is the rail-car from the first level. Unfortunately you have no control over it!

On level two you have slightly more control over the pod, but it remains 90% on the rails.

**It's time to go on safari and shoot all of the cutest Pocket Monsters you can see. Ha ha ha ha! Die!**

Except they won't, because what you are shooting them with has a lens rather than a barrel and light-sensitive film rather than bullets. Of course, considering how big photography is in Japanese culture (if you believe small-minded stereotypes anyway. We do.) a game like this was bound to happen soon, and it works better than we could ever have imagined!

Pokemon Snap – which was originally scheduled to be a 64DD game – places you on a monster inhabited island, where you are taking a safari-type trip to photograph the cute little devils in their natural environment. For all intents and purposes, it's a shoot 'em-up, requiring oodles of timing and reflexes – the only difference of course is that in this case nothing gets hurt. You are awarded points based on factors like composition, catching monsters in the middle of certain acts and the rarity of the monster you photograph.

Getting the perfect picture can be very difficult, the monsters are often asleep or shy and won't do what you want. To help, you can obtain certain objects. To coax a monster nearer, you can lay an apple on the floor, playing the flute makes them dance and throwing a rock in bushes will

cause all of the birds to fly up, perfect for the photograph.

As you progress, the points you obtain allow access to new areas and new equipment, and everything becomes more complex, faster moving, and most importantly, very compelling.

## ACCESSIBILITY

Although the text is Japanese, it is not actually that difficult a title to get into, although you'll never be sure that you aren't missing anything. Wait for the English-language translation.

It's one of those brilliant games that encourages you to try things that would normally have absolutely no place in a world where reality has any meaning. Throw an apple at the head of one of the little yellow tigers, and they shoot lightning from their fingertips to turn on huge TVs showing mad Japanese programming – natch(!).

Pokemon Snap is everything Nintendo stand for: it's innovative, harmless, brilliantly playable and most importantly it's fun. However, there are reams of Japanese text and it can be quite hard to get into, and even then it's possible that

## BUSTED!



Throw an apple at this fiery stallion to get him to stop and rear up beautifully! Simon King would be ever-so proud, as would David Attenborough, come to think of it.



An apple on the bonce of this yellow fella causes him to shoot electricity from his hands and turn the television on, just like real animals do... Moving swiftly on...



A more violent end ensues for this ball when he's disturbed with fruit. He blows himself apart! No doubt Prunes are best left at home...

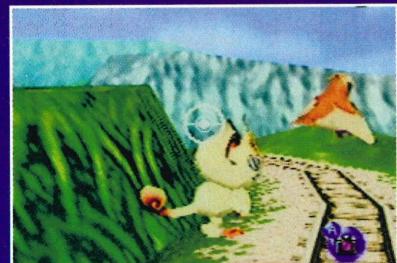


You can protect this little guy from attack by taking out the birds that are zeroing in on him.



▲ This is where Dr Okido totals up the points for the composition of each picture.

## ▶ LANDSCAPE LUNACY



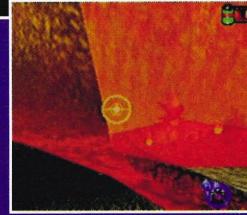
▲ This level is a grassy coastal area, brimming with beautiful, or ugly, wildlife.



◀ The fly-ridden swamplands provide many nooks and crannies where the little beasties can hide.



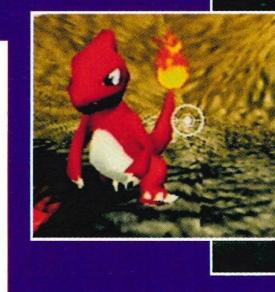
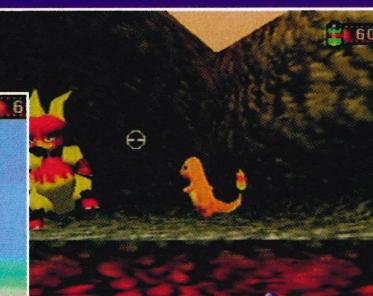
Luckily your transport provides ample protection in the innards of a volcano.



## ▶ DO THE MONSTER MASH!



Every Pocket Monster is in here somewhere, and if you're familiar with the TV series you'll recognise them. I'm not, so I don't... apart from that little yellow guy of course. Everybody loves Pikachu... don't they?



you're missing half the fun. Let's hope that Nintendo give us a translated version before too long, and with *Pokemon* (now showing on SKY 1) set to take off big-time here, they'd be stupid not too. There's no point fighting it, Pocket Monsters are going to take over the world!

RATED BY: JON

TOTAL N64

## TOTAL N64

## PLAYED &amp; RATED

Actually rather good, but wait for a translation before you rush off to purchase it.

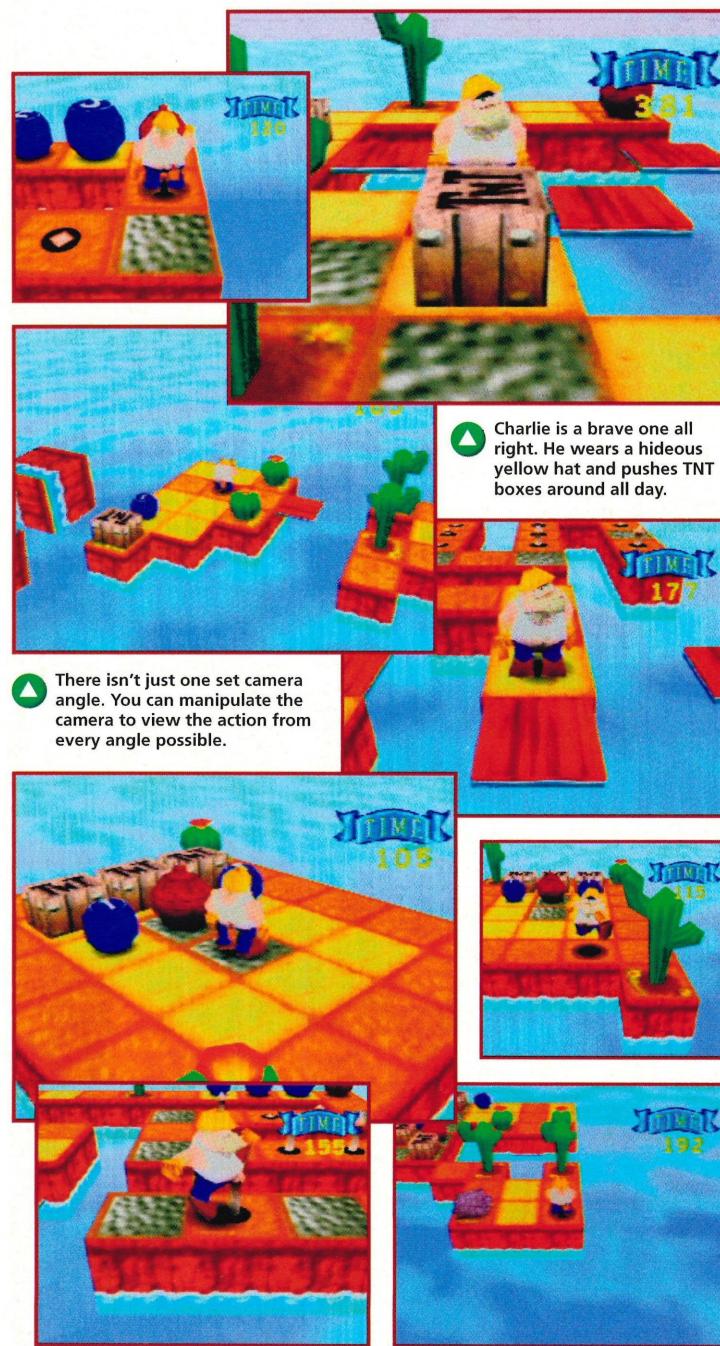
## ACID TEST

+	Great ideas.
+	Lots of depth.
-	Loads of Japanese text.
-	Will be seen as childish.

79%

## REVIEWS

PUBLISHER KEMCO | DEVELOPER REALTIME ASSOC | PRICE £50 | RELEASED OUT NOW | PLAYERS 1 | VERSION NTSC | SAVE GAME YES | RUMBLE PAK NO | EXPANSION NO |          



# CHARLIE BLAST'S TERRITORY

**Take a chap called Charlie, give him some fuse wire and send him over various platforms blowing them up. Is it a blast?**

Until the arrival of *Lode Runner* last issue, we thought the puzzle game genre was all but curling its proverbial toes on the N64. Since then, the combination of action and brain-teasing dilemma have been rejuvenating their assault. The oddly titled *Charlie Blast's Territory* has once again showed us that basic programming and average sound does not necessarily result in a god-awful game.

Playability has long since been regarded as the key factor of any software in any genre and this is where CBT excels. Without being too critical, the graphics are lacking the quality currently circulating the realms of the latest N64 titles and the sound wouldn't be out of place in a bleeping emporium, but as far as the overall play of the game is concerned, it isn't half bad.

There are few successful puzzle games that are simple yet quite testing on the old grey matter. *Tetris* is one of those with a simple structure that will often frustrate and

infuriate but ultimately bring a reward at the end of it all. CBT, although not looking like it in any way, manages to capture that same ambience impressively. The general theme is to move objects around your environment, line up certain boxes and then explode a bomb to destroy the level – sounds pretty straightforward? Not really. Boxes and items have to be moved to particular places at appropriate times, to enable other items to be then moved successfully. You also have to plan an escape route from the ensuing explosion which isn't always the easiest task. There are, seemingly,

## PLAYABILITY

**One would expect the outstanding attribute of a puzzle game to be the playability and Charlie Blast's... is no exception. It has that same addictive quality that we saw in the original *Tetris* games.**

## BUSTED!

Here are some of the level codes to get you by some of the tricky and boring opening levels.



Charlie has been setting off bombs for so long now he has forgotten when to cover his ears and when not to.



hundreds of levels to work through and some bonus ones in there as well.

As far as import games go, this isn't the worst one we've ever had the misfortune to play. The text is generally in English and it is pretty easy to pick up and play at will. It appears the puzzler is reclaiming its place in the N64 library and if they continue to play this well then they will be welcomed with open arms.

RATED BY: LEE

TOTAL N64

# TOTAL N64

## PLAYED & RATED

If you're a fan of puzzle games than you could do a lot worse than spend an evening in with Charlie.

### ACID TEST

+ Some great puzzles to keep you playing over and over.

- Puzzles, puzzles and more puzzles – this isn't *Zelda*.

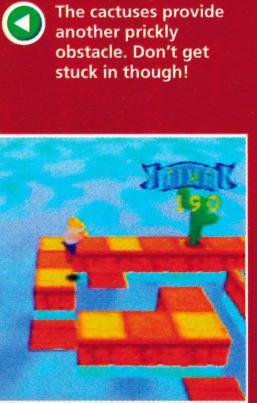
# 74%

## PLATFORM PERIL

During the game, Charlie will find himself having to avoid all manner of obstructions including stagnant bombs, moveable TNT boxes and the live bomb itself. Alongside the main items of each level are a series of moving platforms that require your skill and tactical judgement to traverse – it is not as easy as initially thought.



Unfortunately Charlie doesn't have a workman's crack. Not very realistic is it?



The cactuses provide another prickly obstacle. Don't get stuck in though!

Not that we are saying that the game is dull or anything. However, graphically it does get repetitive.

## SYMPHONY OF DESTRUCTION

For such a basic-looking game, Charlie Blast's Territory is full of humorous animation's and laugh inducing scenes. Charlie's purpose is simply to move all of the TNT into a line and ignite the bomb. Here we see Charlie making his way to the bomb in question. After he has made his way around the treacherous obstacles and is stood beside the bomb, he lights the touch paper and destroys the entire level – oh, apart from himself and the square he's standing on.



Charlie has a huge Desperate Dan-esque chin!



It's always satisfying to destroy something. It's human nature unfortunately!



## REVIEWS

PUBLISHER KONAMI | DEVELOPER IN-HOUSE | PRICE £50.00 | RELEASED OUT NOW | PLAYERS 4 | VERSION NTSC | SAVE GAME YES | RUMBLE PAK NO | EXPANSION NO

## BLADES OF STEEL

## UP CLOSE AND PERSONAL

Close up profiles are frequent in almost every television styled sports game these days, and once again, Blades of Steel is no exception. After each exciting piece of action you are treated to a statistic-filled profile of an individual player whether it be an outfield star or goalkeeper.



Surely this armour is not all necessary, unless of course the poor guy gets booted in the crotch with those steel blades of course!



These stats can prove very useful when it comes down to evaluating the skill of your team.



Blades of Steel is not backwards in coming forwards with helpful messages – this one is telling you to leave in a polite way.

**Here we go again, then. Another American sports title! When will they realise all we want is football...**

**A**s one is no doubt already aware, there is a plethora of American sport simulations on the market and N64 owners, much in the same way as PlayStation owners, are often found spoilt for choice when presented with the option of buying into one of these genres, be it basketball, American football, baseball or in this case, Ice Hockey.

Unfortunately given the popularity of sports sims, and the ever-increasing technical progress, all too often a title you buy is generally superseded by one with advanced graphics, sound and playing options barely a month later. With Blades of Steel, however, one will not have to worry about this type of problem, for the game in question is already well down the pecking order. With EA Sports and Acclaim already holding the lion's share of the N64 sports market, the chances of Konami freeing the stifling stranglehold and staking a claim in a prominent market position, with any game not bearing the initials ISS, are slim, especially with the less than impressive Blades of Steel.

The game itself isn't a bad one and should not be resigned to the realms of N64 software obscurity. It has some playable

content and all of the statistical representation an ice hockey fan desires, it just appears a little too late in the making.

There are other titles already on the market that have done this before and done it much better. EA Sports have given us refined versions of the sport with their NFL titles, the most recent, *NFL '99*, being arguably the pick of the crop. Blades of Steel does stand out in some areas. Fighting has been overlooked in the EA titles but plays a prominent part in Blades Of Steel, so much so that a whole sub-game has been added to incorporate the flying fisticuff action. This aside, there is every statistic and game mode, leagues, cups, playoffs etc. and authentic stars from the NFL.

## GRAPHICS

**Blades of Steel doesn't give a bad account of itself. The players own a reasonable set of animations and the whole thing, however white it all looks, is reasonably sturdy.**

Hockey isn't, and never will be, as prominent in UK society as football or cricket and as such will only appeal to a limited audience. If you are a hockey fan you may salvage

## BUSTED

### BATTERY POWERED

There are many cheating ways to win ice hockey games, but none of them are more sinister than beating up your opponent at the scent of victory. A brawl is a good way of gaining a penalty which, in turn, is a good way of scoring a goal.



First of all you need to niggle your opponent by continually hooking him with your stick which will annoy him no-end.



A brawl will then ensue. You should repeatedly attack his stomach - a helmet partially guards his head which makes it more difficult to land blows.



The loser will fall to ground and writhe in agony and humiliation and the victor will be awarded the penalty - not bad for a day's scrapping!



▲ The hockey doesn't seem to flow as well as it could, there are too many stoppages for needless reasons... That's hockey though.



some entertainment from *Blades of Steel*, although if push came to shove, *NFL '99* would hold place of preference on our shopping list.

Not so much a Mighty Duck as a bit of an ugly duckling...

RATED BY: LEE

TOTAL N64

## TOTAL N64

### PLAYED & RATED

Not the worst hockey simulation you'll ever play but one for die-hard fans of the sport only.

#### ACID TEST

+ Everything that a hockey fan desires is included.

- It's ice hockey and it'll only have limited appeal.

77%

## ▶ ICY FRONT

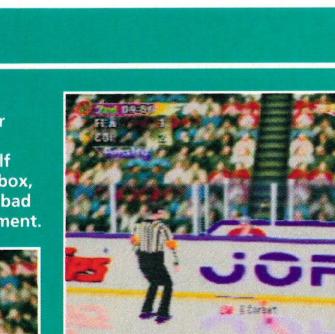


▲ Sticks and stones may break my bones, but I've got a big helmet so they won't.



◀ This player is trying desperately to distance himself from the rather unfortunate stain that has just appeared on the rink beneath him.

At the beginning of each game you are treated to dazzling array of lighting and free-skating ice hockey players gliding about the pitch in a choreographed manner. The rink is lit up in spectacular fashion and a series of ice manoeuvres are performed that would be more suited to a Torvill and Dean ice extravaganza.



## ▶ IT SIN THE BIN

After committing a series of fouls, one particularly malicious misdemeanour, or even brawling on the ice with your competitors, you will often find yourself being ordered to the sin bin. This little box, set at the side of the rink, is where the bad guys are sent to serve out their punishment.



▲ Should you have missed the goal you scored first time around you always have the option of viewing a replay.



▲ Does "Mr. Bandy" the referee ever straighten his legs? I reckon it's puckering with all those men every night that causes it!

## REVIEWS

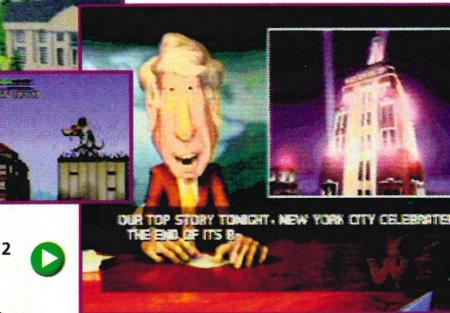
PUBLISHER | DEVELOPER | PRICE | RELEASED | PLAYERS | VERSION | SAVE GAME | RUMBLE PAK | EXPANSION

MIDWAY | AVALANCHE | €49.99 | OUT NOW | 3-6 | NTSC | MEMORY PAK | YES | NO

# RAMPAGE 2: UNIVERSAL TOUR



Rampage 2 also gives you control of a giant mouse! This is one of three 'new' monsters in the sequel.



The overall theme of Rampage 2 has remained from the original and features a television style 'newsflash' of each event.

## RESCUE ME...

If you can remember back to the original *Rampage* game you will no doubt be familiar with Messrs George, Lizzie and Ralph – the beloved monsters of the '80s classic. *Rampage 2* however, has seen the tireless trio captured and caged with you now having to undertake the dual role of destructor and liberator.



Ralph is being held by a cosmetics company for animal testing of their products! Rescue him!

You may think Jo Brand is a hairy beast, and you'd be right! But the stars of *Rampage 2: Universal Tour* are even hairier!

**B**ack in the 1980s *Rampage* was one of the most played arcade machines in the world. It had an addictive quality that flourished beneath a very basic gameplay structure; a basic premise so simple that many a child would have thought twice about it prior to its implementation. Take some of the largest monsters that the big screen had seen and use them to demolish cities from around the world. A giant wolf-type-thing, a lizard that bore a striking resemblance to *Godzilla* and, similarly, a large ape sporting King Kong's build.

The gameplay was also pretty facile. You were a bad guy trying to flatten Man's skyscraper havens with sheer brute force. Your fists did the talking and every conceivable hazard humanity could summon was applied to halt your progress. Well, *Rampage 2: Universal Tour* draws upon the successful attributes of its predecessor, adds a few more monsters and a

storyline with a little more depth – it's a little bit like taking your antique dressing table to the French polishers for some restoration work.

## GRAPHICS

*The graphics are the only real redeeming feature of *Rampage 2: Universal Tour*. Detailed monsters suit the basic industrial environments and the whole thing looks ticketyboo. Not bad at all!*

Everybody in the office has played the original *Rampage* at some stage in their gaming life, so it was with a certain curiosity that we awaited the new addition to the family. The truth is that *Rampage 2: Universal Tour* is a disappointment. Although it has been revamped and given a modern appearance, the overall gameplay hasn't moved on and has become cumbersome and slightly boring.

## BUSTED!

Although demolishing buildings is generally a random venture, to make life easier it would be better if you operated a system. The best way to flatten the city is to move from left to right (or vice versa) taking each building in turn. You can then concentrate on what you are doing properly.



The controls which suited the game all those years ago now seem to be under-used and frankly, uninteresting. They could have included some special moves like breathing fire or controlling the elements, but they haven't and everything becomes increasingly repetitive and monotonous.

It's a shame when things like this happen. You look back to a game through rose-tinted glasses and you always want to play it once more to ease your curiosity. *Rampage* though, even with a new modern look, should have been left in the past where it would have remained a classic. Sadly, your memory can betray you and, in this particular case, it has lied through its teeth.

RATED BY: LEE

TOTAL N64

## TOTAL N64

## ★ PLAYED &amp; RATED ★

A little bit boring after a while, but by no means the worst title you'll ever play on the N64.

## ACID TEST

⊕ Fans of retro gaming will love it! Nice graphical update.

⊖ Limited appeal. A tired, tired game.

71%

## TRANSFORMATION STATION

Here are some screenshots from the original *Rampage* arcade game. As you can see the graphics for the time were pretty cool but they have now been superseded by the N64 version - a home console! There were only three monsters in the original, whereas a lot more can be played with in the latest. Take a look at the old and new shots and see how much videogaming has moved on.



▼ George, Lizzy and Ralph. Three guys that don't really pull the birds too often. They really need a makeover!

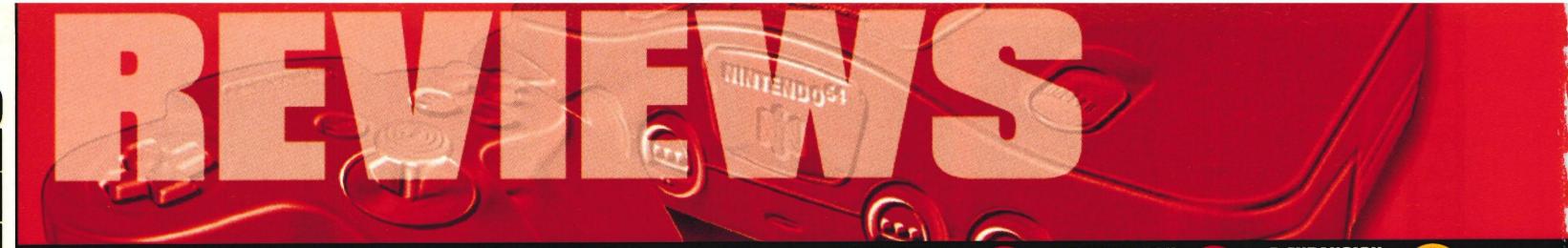
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▲ Was *Rampage* originally inspired by Nintendo's own *Donkey Kong*?

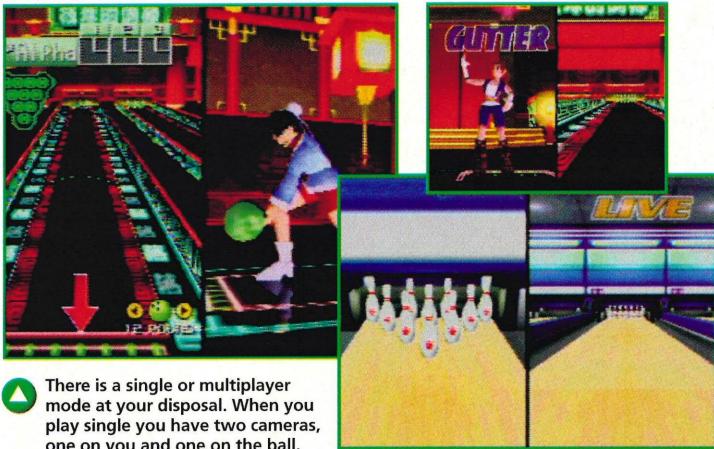
◀ After each level you are treated to a stat report of how well you performed. These consist of health left, time left and people eaten!

◀ Hurrah! Some sequels sever any ties with their predecessor and luckily *Rampage 2* isn't one of them - You can still play as the big ape.



PUBLISHER ATHENA | DEVELOPER SHE SOFT | PRICE £50.00 | RELEASED OUT NOW | PLAYERS 4 | VERSION NTSC | SAVE GAME MEMORY PAK | RUMBLE PAK YES | EXPANSION NO

# SUPER BOWLING



There is a single or multiplayer mode at your disposal. When you play single you have two cameras, one on you and one on the ball.

## THE UPS AND DOWNS OF ALLEY LIFE

As we are all aware, ten-pin bowling is a sport, and with this knowledge we know that for every winner there is a sorrowful runner-up, or loser for want of a better word. Super Bowling has not escaped the jovial celebratory arm raising or the tearful head-in-hands gesture that has so often spelled defeat. Each character has their own particular actions, so expect to see some funny dances and a lot of armpit hair.



**Is there a wall with wet paint on that we can sit and watch for a while? It would be more entertaining than this game!**

**W**e've all seen them, fat truckers with dodgy facial hair, bulging waistlines and jumpers that your dad wears on a cold Christmas morning. They slope around in those hideous shoes and roll great big coloured balls down a long wooden alley in a feeble attempt to displace large plastic pins. Sounds exciting, doesn't it?

Well, Athena have ported this less-than-spectacular sport to our very own N64 console and the oddest thing is that they really do think this is what we want! Ten pin bowling has long been a Saturday night pastime where you can get together with your mates, have a cheeseburger and fries and then try and score with a couple of make-up ridden sixteen-year old girls with Kappa track-suits, back-combed hair and fake Gucci handbags. You strut around the alley pushing your chest out and trying to look 'macho' in a vain attempt at summoning a glimpse of recognition from your plastic prey... Oh and you try and bowl a ball or two. This is probably where the developers have failed miserably. Instead of concentrating on the primeval instincts of man's search for fresh, untouched temptresses, they have tried to make a fun

rendition of what is arguably the most boring part of the whole bowling experience... the bowling itself.

There are two, largely uninteresting, characters initially at your disposal and more which can be unlocked as you progress through the game. There are many different games to play including a wacky golf-style mode where each round has a par and bowling acts as strokes in a real game of golf – there are no clubs though, which was something of a disappointment. The graphics are not stunning but they're not terribly bad either. Smooth animation complements the bright and colourful settings as the bowling ball spins over the shiny surface of the varnished wood alley. There are many different bowling alleys, both indoor and outdoor – why one would build one in a garage,

## GRAPHICS

***The graphics are not stunning but they're not terribly bad either. Smooth animation complements the bright and colourful settings as the bowling ball spins over the shiny surface of the varnished wood alley.***

# BUSTED!

## BOWL USING THE WALLS...

It does exactly what it says on the tin. Bowl using the walls. This is not so much a tip as an enjoyable sub-game. If you have the misfortune of owning this title, and you have a friend willing to play it with you, then you could do a lot worse than play bounce the ball. At the garage alley there is no trench for your ball to fall into so you can bounce it from side to side. The winner is the one with the most wall bounces.



Some of the bowling alleys are graphically superb. The reflection and shadows in this one are stunning to look at.



though, is anyone's guess – and some reasonable multiplayer events to keep you and any friends you have left contented for a few minutes. Sadly though, the bad points far outweigh the good and all this really is a load of balls... literally. It's just one more sad case of "great representation of a boring pass-time". What's the point?

RATED BY: LEE

TOTAL N64

# TOTAL N64

## PLAYED & RATED

Not a bad crack... no substitute for the real thing, though, however boring it might be!

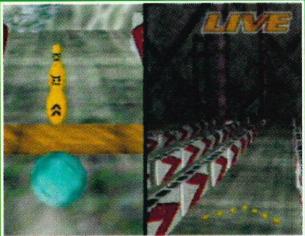
### ACID TEST

- + Nice enough balls.  
Er...the balls are nice?
- Bowling is a very dull game.  
You might do yourself an injury.

55%

## UP YOUR ALLEY

To make Super Bowling as appealing as possible, developers She Soft have included a variety of different alleys for you to play your trade on. Apart from the conventional varnished wooden variety, you can also find yourself playing in an ancient Japanese temple complete with shiny floor and what looks like an outside concrete car park... the mind boggles!



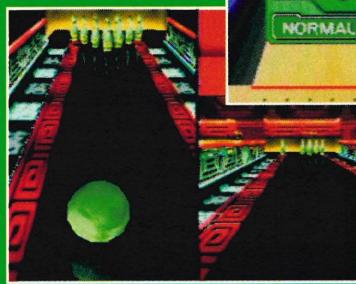
Just like the real thing, you can bowl when the bar is down, causing an almighty crash!



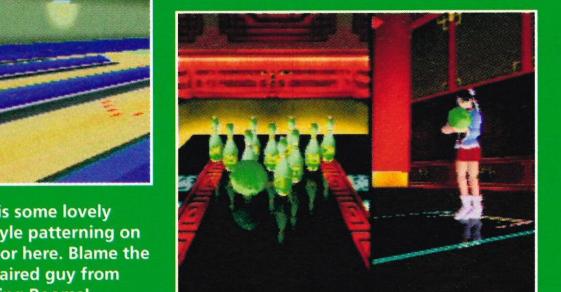
I ask you, is there a more boring job than writing captions about pictures of bowling alleys? Thought not!



This table shows what pins still remain standing after you have bowled your first.



There is some lovely inca-style patterning on the floor here. Blame the long-haired guy from Changing Rooms!



There is some lovely inca-style patterning on the floor here. Blame the long-haired guy from Changing Rooms!



A double bogey! Obviously this girl's nose is more entertaining than the bowling itself.

When you play a standard game you are treated to three sub-games. Challenge, Open and Golf!

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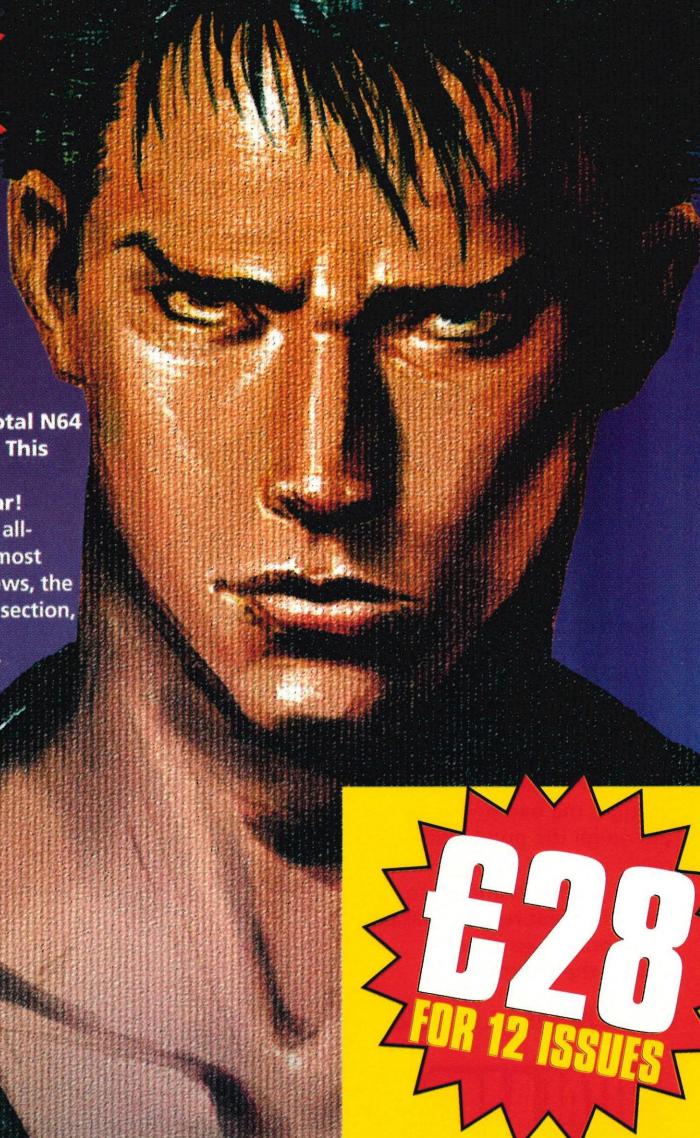
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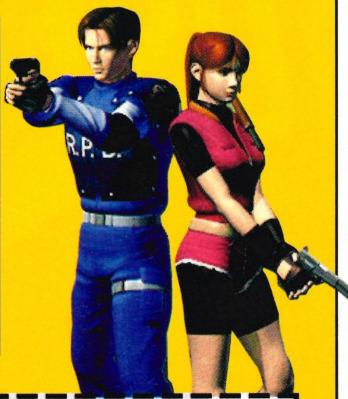
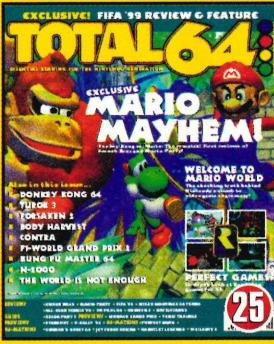
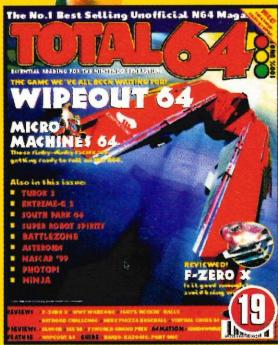
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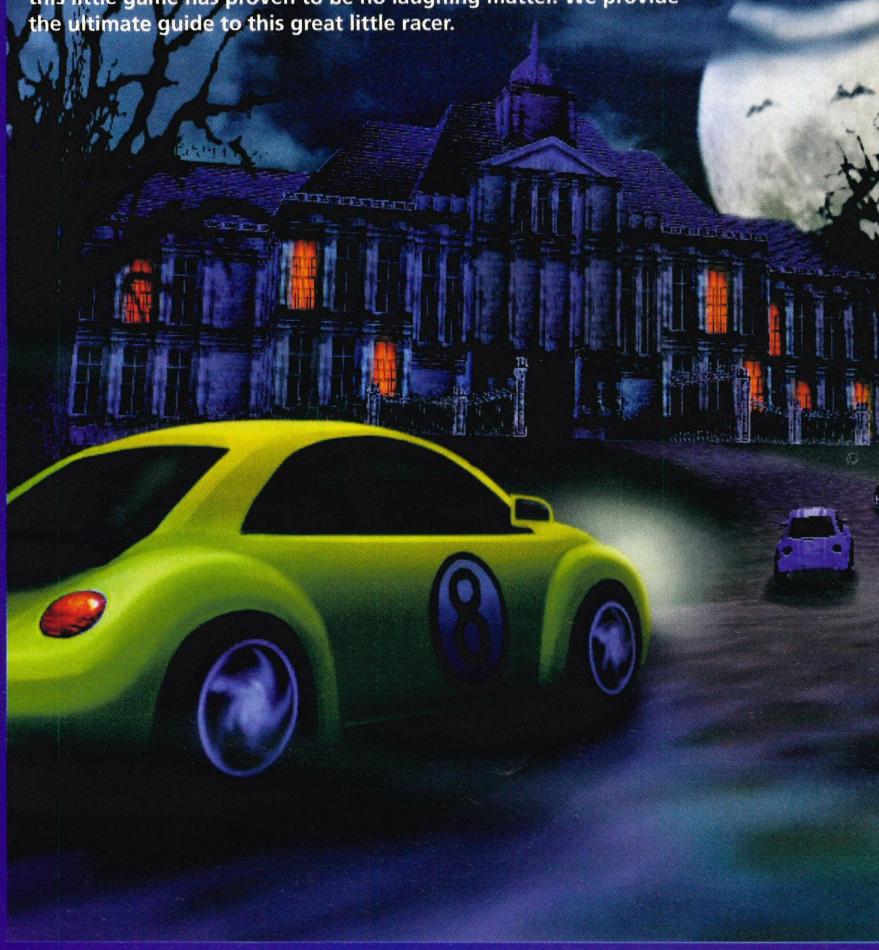
# INTERACTION

## SERVING THE NINTENDO NATION WITH STYLE!

Every month, Interaction will bring you the best guides and tips anywhere, and it will also give you the chance to contribute to this wonderful mag. Send in your letters, questions, tips, reviews, pictures, high scores and anything else you can think of, and you may win a prize.

## BUSTED! BEETLE ADVENTURE RACING 68

It might have inspired the highly humorous *Herbie* films. However, this little game has proven to be no laughing matter. We provide the ultimate guide to this great little racer.



### BUSTED! VIGILANTE 8 82

Flares at the ready as we give you the full guide, man.

### BURNING ISSUE 58

It's too hot to handle! Every month we print the best and worst letters that you send to us - send us a letter and join in the fun!

### ART 61

Make a Jackson Pollock of yourself! As once more we premier this month's finest slices of art.

### READER REVIEWS WRITE ON! 62

This month more people attempt to show off their writing prowess - not sure why...

### TIPS INDEX BUSTED! 63

If you can't get past level one then this is the place to be. All the cheats and codes for all the latest games can be found here!

### HIGH SCORES 92

Reckon you are good at games? Well if you do, here's the place to prove it!

### TOTAL RECALL 96

Total N64's thorough round-up of every game on the N64. We've played all of them!



# THE BURNING ISSUE

Write to: The Burning Issue, Total N64, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.

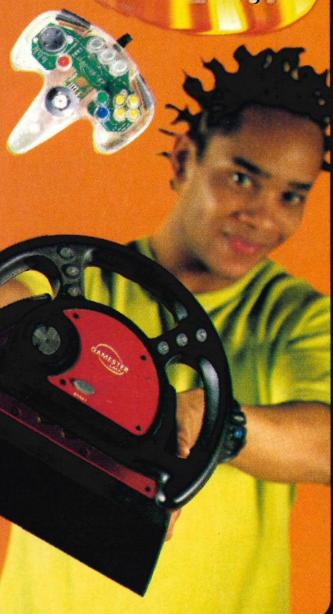


**T**he Burning Issue gives you, our beloved readers, the opportunity to air your views. You must have something N64-related to get off your chest and here's the place to do it. What we are ideally looking for is opinions, criticisms or good old

fashioned venom. We know that you all have something to say - and given that there are a wealth of top prizes supplied by dear old Gamester LMP that really ought to give you ample incentive - we expect you get on your soapbox and spit it out!



Each month Gamester will be providing us with some top quality prizes for your opinions on the hottest Nintendo subjects. We will give the lucky 'star opinion' letter an N64 steering wheel and six lucky runners up will get a pad and a Tremor Pak with 1MB of memory. So get thinking, and send in your thoughts or responses to any of the letters you read on these pages for the chance to your mitts on some cool free stuff!



## Who paid this guy?

**Dear TN64**

I am, and always have been, a lifelong fan of all that Nintendo have stood for. They have been a great provider of top-of-the-range software, they have always placed their emphasis on producing quality ahead of quantity with every console they have introduced, and they have always been at the forefront of hardware technology. These qualities are sadly being overlooked by the consumers these days who seem to be after large library's full of average software instead of patiently building a high standard alternative. The general feeling in the industry at present is that the PlayStation is cool and the N64 isn't! We are always being told that the Sony machine has achieved cult status and that it acts like a fashion accessory for the home. Well, I can understand clothing and music bending to phases of popularity but I could never envisage that happening with consoles that are so rapidly being updated. So the

PlayStation is fashionable? The equivalent of wearing fluorescent socks in the early 1980's I presume or listening to Spandau Ballet and the Thompson Twins. I know I am drifting from the point slightly but one can't help feeling that the true qualities that made a console popular are now being overlooked by the wannabe social high-flyers. How about graphic capabilities, running speeds etc.? How about hi-res videogaming? It is a sad time in the industry when people have resorted to putting their own snobbery and desperate want of acceptance before their love of high quality videoegaming.

**Lars Elkstrom**  
Denmark



## Stuff it!



**Dear TN64**  
I'm disgusted with the official Nintendo game accessories. You can buy a Joytech advanced jolt pak (that contains memory) for less than the official Nintendo rumble pak on its own! And don't give me any crap saying that it is better quality, they both shake but one has memory! So I saved a lot of money buying the 2 - 1 instead of a rumble pak and a controller pak. My dad then bought me another memory card that was cheaper than the controller pak and it also had four times the memory capacity. So as far as I'm concerned all we're paying for is the Nintendo brand name. Can anybody from Nintendo, or a manufacturer of the official hardware or even a reader give me an explanation for this.

**Matt Williams**  
Leamminster

# ISSUE



## Intelligent life found in Lancashire!

### Dear TN64

Why do people keep predicting the demise of the N64 when it is still in its youthful years. These, so called, industry professionals you had questioning the longevity of the console in the first issue of Total N64 are biased beyond belief. So the Playstation has a larger user base, so the Playstation is more popular. Surely this doesn't make for a



feasible alternative to quality and such legendary gaming characters like Mario, Link and Donkey Kong. These are characters that have withstood the test of time and continually proved the doubters wrong. Everybody in the industry, new and old, are familiar with these three in particular - how many could say the same about the Playstation equivalent. Crash, Croc and Spyro! I don't think so. Then we have the debate about loading times, running speed, graphics capability and so on. The N64 wins hands down every time. Why didn't these pro-Playstation professionals mention the kind of software the Sony machine was producing at the same stage in its life. In just over two years of shelf life the

Playstation was producing Rage Racer and Crash Bandicoot - hardly comparable when you look at the likes of Goldeneye, Banjo and Zelda... Is it? Call me a die-hard Nintendo supporter if you like, but I can't see any realistic evidence that suggests the Playstation has any advantages over the N64. As the PlayStation slowly fades into the shadow of the Dreamcast towards the end of this year, you can bet that Perfect Dark and Donkey Kong will be challenging the new wave of consoles for along time after the Playstation has entered silicon heaven, so I know which team I'm glad to be batting for.

Jay Stevens  
Lancs.

## IN THE TRASH CAN



### IN THE CAN

"Is there ever going to be a console better than the N64..."  
John Shackleton

### IN THE CAN

"There are so many people with N64's that one day they might not make enough games for us all to have one."  
Darren Cort

### IN THE CAN

"Will the new Star Wars game have characters from the film in it."  
David McHevin

### IN THE CAN

"I live in the country and don't have many friends so I don't play four player games a lot. Why can't they make games for just one player anymore."  
Andrew Beresford

### IN THE CAN

"Is there ever going to be a console better than the N64..."  
John Shackleton



### Dear TN64

I, a seventeen year old college student, and my older sister are concerned with the way consoles are being represented in our society. I would like to comment on the tabloid newspapers for example. When anything bad happens, say with games such as GTA, Resident Evil or Thrill Kill, the press make a major issue out of the content of these particular games and spread malicious rumours of child corruption. I know these are all PlayStation games, but I will reveal which direction my argument is going. Could this not be the reason why the Playstation is so popular and the Nintendo, however much more powerful it is, isn't. We all know that sex

sells TV programs and movies and that violence plays a keen role in the attraction of many media as well. So what better way is there to attract you to a console than a good dosage of controversy - something the Playstation has never been found lacking in. The hype surrounding DMA's GTA on the Playstation must have shipped a million units alone because everyone wanted to be a part of it. This game that single-handedly took on the authorities and the censorship bodies. But what have Nintendo done to bring this kind of attention and subsequently warranted recognition? Nothing. They have resigned themselves to producing software far in

advance of its market competitor and promoting a family unit which can be played with all ages of the gaming spectrum. In the movies, the good guys always seem to win and although the N64 is losing the battle, I'm sure they will eventually win the war.

Allan Kempton  
Warks.

# QUESTIONS & ANSWERS

Write to: Q & A, Total N64, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.



## The Decision Is Yours!



**TN64**

1) I want to buy *Goldeneye* because my friends have it, but I also want *Zelda*. What should I get because I can't make my mind up?  
2) Is it worth buying new N64 games when the N2000 is just around the corner?  
3) Will the N2000 be bigger than Dreamcast and PlayStation 2, and if it is, will it be more expensive?  
4) Do you think they'll make a *Zelda* and a *Goldeneye* for the new Nintendo?

Byeee  
Alan Stimpson



**TN64 Says...**

1) Go away you annoying little... I've said it before and I'll say it again. *Goldeneye* and *Zelda* are both great games, but considerably different. Both should be in your collection anyway.  
2) Ooooohhhh Yeeeaaahhhh! If you wait you'll miss out on *Jet Force Gemini*, *Donkey Kong 64*, *Resident Evil 64*... Oh, and a little title called *PERFECT DARK*!  
3) We have had the development spec for the new N2000 and it reads pretty impressively. Like the PlayStation 2 though, it is all just written promises and speculation at present, but what we have heard so far suggests it will be far in advance of its new PSX competitor.  
4) Will everybody have a hangover on January 1st?



## Where Have All The Heroes Gone!



**TN64**

1) I love superheroes and when I heard *Superman* was going to be released I nearly cried with joy. When will it be coming out?  
2) All of my friends have PlayStation's but I have an N64. *Metal Gear Solid* is brilliant, why can't Nintendo do that?  
3) *South Park* is cool and my favourite character is Kenny, will there be a sequel and if so, when?  
4) Can you tell me why everybody raves about *Goldeneye*? I like seeing the character I'm playing with – like *Zelda* – not just a hand holding a gun.  
5) I can't get past Shifting Sand Land on *Mario 64*?  
6) When is the new Nintendo machine coming out?

Thanks  
Martin Fullman



**TN64 Says...**

1) The pyjama-wearing superhero has been delayed – probably because that spiteful Lois Lane laced his Crunchy Nut Cornflakes with Kryptonite – but has been scheduled for a summer release!  
2) I think Nintendo probably could! If they can produce games like *Goldeneye* and *Zelda* I couldn't see any reason why not. Rumours have suggested Konami to be currently working on *Metal Gear 64*, so we shall see.  
3) *South Park* is a cool cartoon and the videos you can buy from the high street are equally so. The game however is a below average money-spinner that does no justice to the licence. A sequel is planned but when it arrives is anybody's guess – let's hope it is better than the original, though.  
4) Although many people share



your preferences, the first person shoot 'em-up has become a very popular genre in recent times. 3D graphics have advanced to such an extent that this style of game now offers ultimate realism and interaction. There is enough choice nowadays to cater for everybody anyway.  
5) That's a shame.  
6) The Nintendo 2000 will probably be released in... errrrmm... the year 2000 perhaps.



## Old Equestrian, Clearly Off His Rocker!



**TN64**

1) I am older than most gamers (32) but I still like the N64. Why do they not give us games like *GTA*, or *Tomb Raider* with adult themes?  
2) Horse Racing is a massive sport in this country and it baffles me why no company has taken a chance to make a videogame of it.  
3) I've read the spec for all of the new consoles, none of which seem really impressive to me. I'm sure PC's will still dominate the market in the end.  
4) Your directory is excellent reference material, but should I buy a Toyota MR2 or a Mazda MX5 with my lottery winnings?  
5) I think Latoya Jackson is really Michael Jackson with make-up and a wig on. They look so similar and you never see them

together, do you?  
6) My wife says that I spend too much time playing videogames and it is starting to affect my sanity. Could this really happen?

A Michaels  
Arkum



**TN64 Says...**

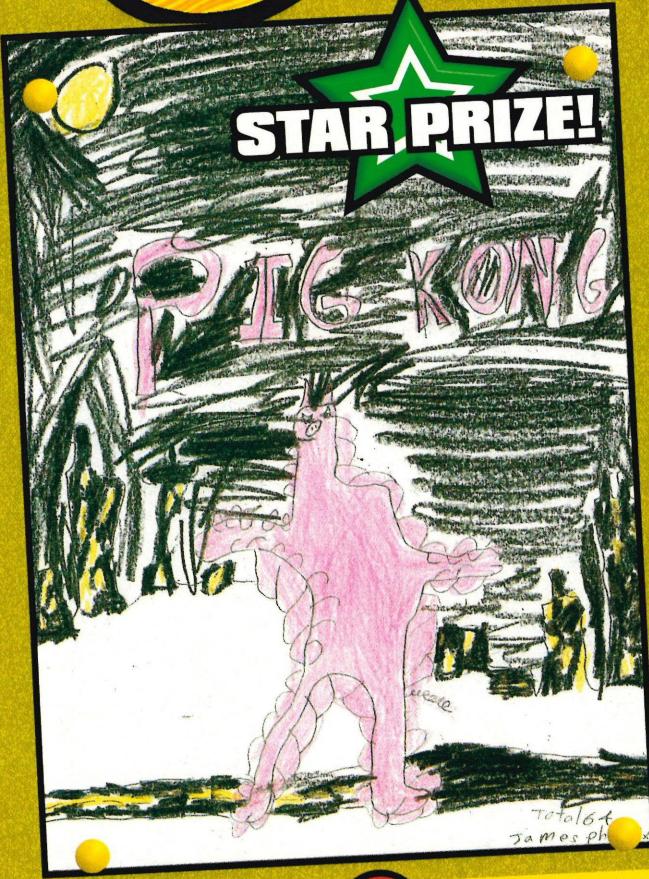
1) Hey, maybe you should get yourself down the pub with your mates instead of playing games. A man of your age should be enjoying adult life instead of trying to relive your youth and moaning about Nintendo stuff. The N64 is for the younger generation not old has-beens or Billy-no-mates like you. Get a life!  
2) Now that would be cool. A



horse racing game where you jump over fences and then have to shoot them because they've broken a leg. Imagine if we got shot if we broke a leg. I can't see a gambling-orientated venture being too successful on the N64.

3) Thanks for that!  
4) They are both excellent motors with serious performance capabilities... What am I saying? Get out of here...  
5) I think you have spent too much time playing videogames and it's starting to affect your sanity.  
6) See above.

# CART



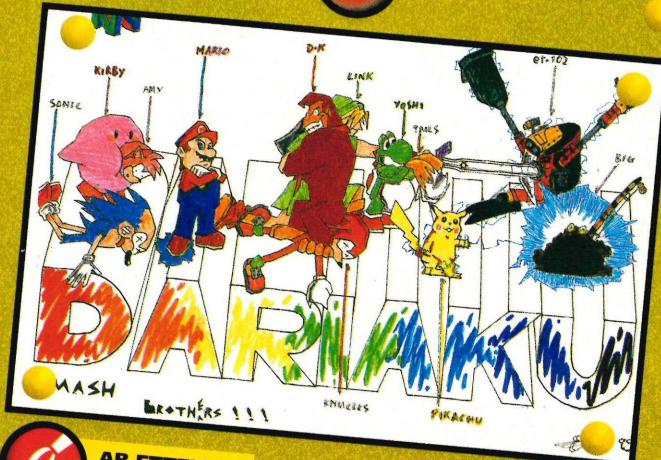
STAR PRIZE!

PRINCE KONG

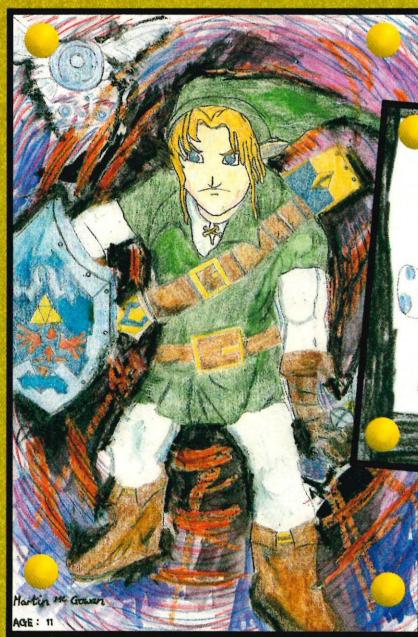
Total 64  
James Pheonix



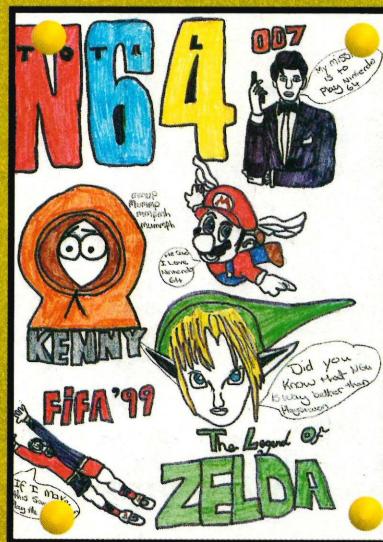
JAMES PHEONIX (10)  
ROCKFORD, USA



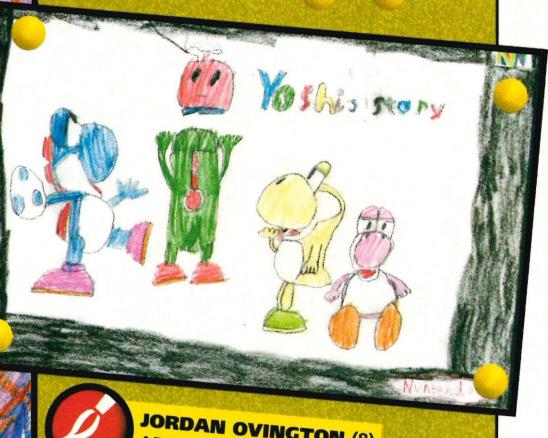
AB ETTEH (16)  
LEEDS



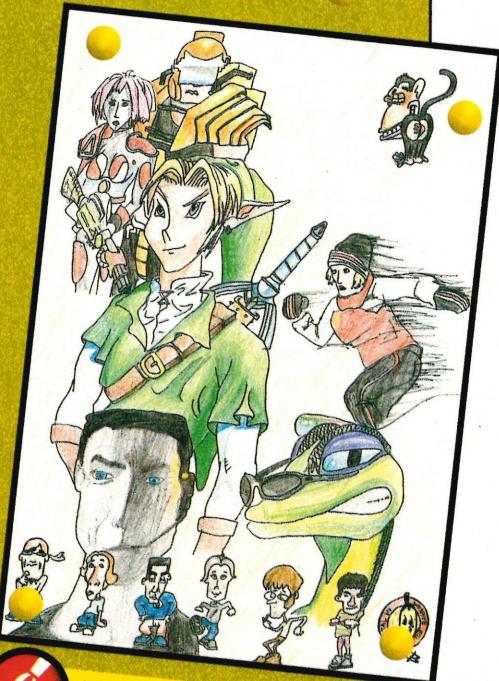
MARTIN McGOWAN (11)  
COOKSTOWN, N. IRELAND



KENNY WHITE (13)  
CROYDON



JORDAN OVINGTON (8)  
ADDRESS NOT SUPPLIED!



BEN CLARK (12)  
BRENTWOOD

**FIRE**

Top prizes awarded artistic endeavour! Thanks to those fine chaps at Fire the Star Picture winner will receive an official N64 pad, two Jolt Paks with built in 1MB memory, two X-tender cables and two official N64 keychains. Runners up will get a Jolt Pak with 1MB memory and an official N64 keychain.

ART INTERACTION

SEND YOUR ARTWORK TO:

Art, Total N64, Rapide Publishing, 48 New North Road, Exeter, EX4 4EP.



ISSUE 28

TOTAL  
N64

61

## READER REVIEWS

## WRITE ON!

## THINK THAT YOU CAN WRITE A BETTER REVIEW THAN US LOT AT TOTAL N64?

We can't please everyone – maybe you feel that we slated a great game, perhaps you reckon that *Mission: Impossible* really was better than *Goldeneye*. Now's your chance to prove that you are better than we are at reviewing games. So get to it! Ideally we'd like your reviews to be as concise as possible (100 words or so) with a percentage score at the end. What are you waiting for? Prizes awarded for any reviews we print!

Reader reviews • Reader reviews • Reader reviews • Reader reviews

## F1 WORLD GRAND PRIX



There are now loads of racing games on the market. *Top Gear Overdrive*, *Beetle Adventure Racing* and *San Francisco Rush 2* to name but a few. There aren't that many racing simulations available though, and that is why Paradigm's title is so special and stands so prominently in the N64 marketplace. Everybody likes to pretend to be their hero, act out fantasies of those they look up to, but when your hero drives a racing car at speeds in excess of 200mph it is quite difficult to live out this particular dream. *F1 World Grand Prix* gives you the chance to be Michael Schumacher or Damon Hill and it gives you the platform for you to launch your own FIA championship assault.

With options available for you to change all aspects of your car set-up, from tyres to rear-wing downforce control, the possibilities are endless. You also have the practice session and tense qualifying sessions as well as the actual race, which can be as long or short as you like even a full seventy laps for some courses!

It isn't just the authenticity that makes the game though. It actually plays really well. The handling responds brilliantly and the frame rate is excellent with no fogging or unsightly pop up. Graphically, it is also excellent and although there isn't a running commentary from Murray Walker à la GreyStation the sound suits the game amicably. This is a real gem of a game that no racing fan should be without.

Kevin Dentin  
Cardiff

Reader reviews • Reader reviews • Reader reviews • Reader reviews

## STARSHOT

Do we not have any other style of game to play on this bloody machine? Why, oh why do we keep getting given platform adventures. Every computer shop you look in and every high street stockist has their shelves stocked full with platform adventures. *Mario 64*, *Gex the Gecko*, *Silicon Valley* and now this – *Starshot*. As soon as I saw the box I thought it was going to be really special, however, I'm not so sure now because it is so bloody difficult. It is true, the graphics are some of the best I have ever seen on the N64 and it isn't even hi-res and I've seen *Turok 2* with the 4mb pak in with great sound to compliment it.

The story line isn't that bad either. You play a juggler with the ability to fire stars who searches the galaxy with his big-top circus fighting alien acrobats and all kinds of weird creatures. There are two different circuses and they are battling against each other. It really is a cool plot. The thing is, though, the camera angles are dodgy and the analogue stick is like a wild firework going off in all directions – why didn't Infogrames sort this out? Overall, this is a superb game that every platform fan should be having. It is funny and it looks brilliant and it is a real shame that a flaw that could have been rectified so easily has dragged the score down. Still, a lot of fun nevertheless.

Rodney Blacksmith  
Kent



SEE YOUR NAME IN PRINT AND BE THE ENVY OF YOUR MATES BY SENDING YOUR REVIEWS OF ANY N64 GAME IN TO:

WRITE ON!, Total N64, Rapide Publishing, 1 Roman Court,  
48 New North Road, Exeter, Devon, EX4 4EP

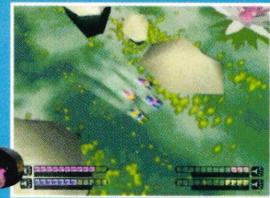
WRITE ON...

**TIPS INDEX**

# BUSTED!

**CHEATS**

## MICRO MACHINES 64 TURBO

**BUSTED****INTERACTION****► CHANGE INTO OBJECTS**

Pause game and press **↓, ↓, ↑, ↑, →, →, ←, ←**

**► BEHIND CAR VIEW**

Pause game and press **4, 6, C-Left, C-Right, ←, →, C-Left, C-Right**.

**► HIGH BOUNCES**

Pause game and press **C-Left, →, →, ↓, ↑, ↓, ←, ↓**

**► TURBO MODE**

Pause game play and press **C-Left, C-Down, C-Right, C-Left, C-Up, C-Down(x4)**.

**► SLOW CPU RACERS**

Pause game play and press **C-Right, C-Up, C-Left, C-Down, C-Right, C-Up, C-Left, C-Down**.

**► DEBUG MODE**

Pause game play and press **C-Left, ↑, ↓, C-Left, C-Right(x2), C-Up, C-Down** to enable debug mode. The following debug functions can now be used.

**► INSTANT WIN**

Press **Z + C-Down** during game. Note: This cannot be done during the time trials.

**► CHANGE CAMERA ANGLE**

Hold **Z** and press **↑, ↓, ← or →** while playing.

**► CPU CONTROL OF CAR**

Hold **Z** and press **C-Left**.

**► DESTROY ALL CARS**

Hold **Z + C-Up + C-Right + C-Left**.

**► ZOOM CAMERA VIEW**

Hold **Z** and press **L or R**.

**CHEATS**

## RAMPAGE 2: UNIVERSAL TOUR

**CRACKED IT!****► PLAY AS RALPH**

Enter **LVPVS** as a password.

**► PLAY AS GEORGE**

Enter **SM14N** as a password.

**► PLAY AS LIZZIE**

Enter **S4VRS** as a password.

**► PLAY AS MYUKUS**

Enter **NOT3T** as a password.

**► ALTERNATE MYUKUS**

Enter **B1G4L** as a password. A purple Myukus with 100% for all three attributes will be available.

**CHEATS**

## LODE RUNNER 3D

**► LEVEL SELECT**

Press **s** to pause the game. Hold **Z** and then press **R, B, A, B, A, C-Up, C-Down, C-Left, C-Right, C-Up, C-Down, C-Left, C-Right**. You'll hear a noise if you have entered it properly. An 'Unlock Worlds' option will appear.



## BUSTED!

## FIFA SOCCER '99

Atlanta Attack team  
Win the Champions Cup as Brazil under the professional difficulty level.  
**Finding Ronaldo** Ronaldo may be found in the game under the guise of 'Calcio' on the Inter Milan team.



## GLOVER

1. Enter a level and pause game.
2. Enter cheats by deliberately and slowly pressing the yellow camera keys.
3. After the cheat has been entered, confirmation will appear and the game will continue.

**Please Note:** These cheats are not intended for normal gameplay; you may experience problems if you use a cheat or a combination of cheats.

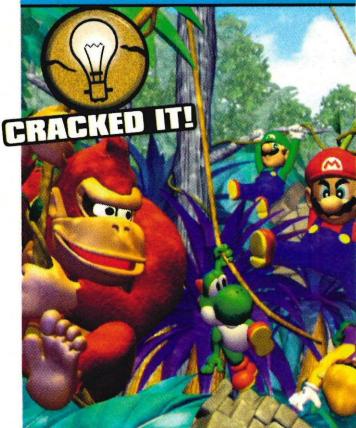
The following cheats are really useful for beginners:  
**Open Portals:** UP, RIGHT, RIGHT, DOWN, LEFT, DOWN, UP, RIGHT.

**All cheats off:** DOWN, DOWN, DOWN, DOWN, DOWN.

**Locate Garibis:** LEFT, UP, RIGHT, DOWN, LEFT, UP, LEFT, LEFT.  
**Infinite Lives:** UP, UP, UP, UP, UP, RIGHT, DOWN, UP, RIGHT.  
**Infinite Energy:** RIGHT, RIGHT, DOWN, RIGHT, RIGHT, RIGHT, UP, LEFT.

## CHEATS

## SUPER SMASH BROS



## ITEM SWITCH OPTION

Play about 50 rounds of multiplayer and you'll get the Item Switch Option in the VS Options menu. This means you can turn off any item you want for multiplayer. It also lets you choose the amount of items that appear in the arena.

## MUSHROOM KINGDOM

Complete all eight one player games on any difficulty level with the eight characters. You must also play the first eight arenas in multiplayer. This will unlock the hidden Super Mario Bros stage – a version of the original arcade game in glorious 3D!

## FIND NESS

To obtain Ness, beat one player mode on Normal difficulty level with three stock and no continues.

## CHEATS

## BEETLE ADVENTURE RACING

## TIME LIMITS IN BEETLE BATTLE

Race on Inferno Isle until you get to the burning village, right in front of the finish line you'll see a small path leading to the left. Ram the house on that path and get the crate – you'll add another cheat to the cheat menu.

## GET A FAST START

When it says 'GO' immediately press L and you'll automatically be going 40-50mph! This can be very helpful when trying to get ahead right away. Pressing L when racing is very useful too. Use it when you fall off a ledge before you blow up to save time.

## DAISY CRATE IN SUNSET SANDS

To get the Daisy Crate in Sunset Sands take a right up the hill where you start and keep going until you jump. Over the jump there is the daisy box to access the number of Beetles you want in Battle Mode.



## CHEAT MENU

Go to one player mode and select 'Championship'. Race on Coventry Cove and find the shortcut with the barn and two haypiles. Run straight into the haypile closest to the road and you will hit a crate. You'll hear someone say 'Groovy'. Finish the race and go to 'Options'. There will now be an option called 'Cheats'.

## UNDERGROUND SHORTCUT IN SUNSET SANDS

When racing through the inside of the temple that has exits on both the left and right sides, drive straight on. Grab a nitro box and jump over the pit of lava. First you need to activate the ramp. Do so by taking the shortcut through the sand dunes to the left before the pyramid entrance. Take the big jump, and crash through the gate at the top of the watery room. You'll land atop a structure with a large red octagon on it. Stop your Beetle over it. Honk your horn and a secret elevator will bring you down to a cool shortcut that will get you back in the front of the race.

## CHEATS

## GEX: ENTER THE GECKO

## REACHING THE TITANIC LEVEL

Go into the first main room and approach the arch. Climb the wall to reach the roof of the arch. Once on top, look for a floating square and jump on to make your way toward the Titanic TV screen.

## SUPER PASSWORD

Enter M758FQRW3J58FQRW4! as a password for all remotes with 99 lives.

## STATUS PASSWORD

First gate opened DPXMDGV  
CVLCG5WFL  
Second gate opened C2G57FLRDQJV7FBTCN



## FIND LUIGI

To obtain Luigi, beat Practice Mode 1 with all eight characters.

## FIND CAPTAIN FALCON

To obtain Captain Falcon, beat one player mode on any difficulty level in under 20 minutes.

## FIND JIGGLYPUFF

To obtain Jigglypuff, beat one player mode on any difficulty level.



**BUSTED!****TURK**

Here are some excellent cheats for one of the best games we have ever seen. Now all the secrets are yours for the picking. Alas, we haven't got a cheat to stop those bleeding T-Rexs from scaring the pants off you! Enter all of these codes at the cheats section:

**DLKTR** - Pen and Ink Mode**SNFFR** - Disco Mode**FRTHSTHTTRLSCK** - Infinite Lives**THBST** - Gallery**FDTHMG5** - Show Credits**THSSLKSL** - Spirit Mode**CMGTSMMGTS** - All Weapons**BLITSRFRND** - Unlimited Ammo**CHAMELEON TWIST 2**

**Alternative Costumes**  
Collect all twenty coins and defeat the Boss in any level. Then, press **SELECT** at the level selection screen to access a new 'Costumes' option.

**CHEATS**

# SNOBO KIDS 2

## ► ALL CHARACTERS, TRACKS, AND SNOWBOARDS

Press Z, B, C-Up, 2, Analogue Left, Analogue Right, 8, R, Z, A at the title screen.

## ► PLAY AS MR PENGUIN

Defeat Mr Penguin during the training season to make him a selectable character.



## ► PLAY AS DAMIEN

Complete story mode.



## ► PLAY AS MR DOG

Complete the 'Shoot Cross' skill test with only one paper per mailbox...

## ► EXPERT MODE

Complete story mode.

## ► SPECIAL SNOWBOARDS

Complete each of these tracks in expert mode to get each of these special snowboards.

Snowboard	Feature
Poverty	Subtracts money
Feather	More air
Ice	Slippery
Star	No special features
Rich	Adds money
Dragon	Rockets and wings
Ninja	Invisibility
Charm	Ghosting protection
High-Tech	Speed fan

Track
Sunny
Turtle Island
Snowman Boss
Wendy's House
Linda's Castle
Dinosaur Boss
Starlight Highway
Haunted House
Mecha-Damien

**CHEATS**

# TWISTED EDGE EXTREME SNOWBOARDING

## ► HIDDEN BOARDERS

Attain an overall first place in each difficulty level in Competition Mode to unlock Ben, Nieno, Tok, and Boreth.

## ► PLAY AS TINY

Earn medals under each difficulty setting in competition mode.

## ► PLAY AS G

Successfully complete stunt challenge mode with over 28,000 points for a first place ranking.

## ► BOSS SNOWBOARD AND BOB

Finish first overall on the Mirror course, to unlock the Boss snowboard and Bob, a character that has maximum statistics.

## ► BONUS BOARDS

Finish in first place first in the various races to unlock the XXX6, Top Gear Rally, and Midway boards. Finish the stunt challenge mode to unlock the Bucky board. Finish in first in all three courses during the first round of competition mode to unlock the Flower

board. The Top Gear Rally board can also be unlocked by having a custom paint job from Top Gear Rally saved on your memory pak.

## ► MASTER MODE

Successfully complete the game under the first three difficulty levels.

## ► TWISTED MODE

Successfully complete master mode.

## ► MIRROR MODE

Successfully complete twisted mode.

## ► QUICK START:

Press 8, 8 immediately after the word 'Go' disappears at the beginning of a race.

**CRACKED IT!****BUSTED!****INTERACTION****CHEATS**

# CHARLIE BLAST'S TERRITORY

## Level

## Password

2	4 ♦, 5 ♥, 10 ♦, Queen ♦, Queen ♦
3	4 ♦, 5 ♥, 10 ♠, 9 ♦, 4 ♦
4	Ace ♦, 7 ♦, 6 ♥, 6 ♠, 2 ♥
5	6 ♥, 2 ♥, Ace ♠, 5 ♥, 8 ♥
6	9 ♦, 10 ♦, Jack ♦, Jack ♥, Queen ♥
7	9 ♦, 10 ♥, 10 ♥, 7 ♦, 5 ♥
8	Ace ♦, 7 ♦, 8 ♦, 5 ♦, 8 ♥
9	6 ♦, 4 ♥, 9 ♥, 6 ♥, Queen ♦
10	7 ♦, 10 ♥, Ace ♥, 9 ♠, 6 ♥
11	7 ♦, 4 ♠, 9 ♦, 7 ♥, Queen ♥
12	6 ♦, 4 ♦, 9 ♦, 8 ♦, 4 ♦
13	5 ♦, 9 ♦, Jack ♥, 6 ♦, 4 ♦
14	2 ♥, 3 ♦, 9 ♦, 3 ♦, 2 ♦
15	4 ♦, 5 ♥, Queen ♠, 4 ♦, 8 ♦
16	6 ♦, Jack ♠, 2 ♥, Ace ♦, 6 ♥
17	6 ♥, 2 ♥, Queen ♦, 7 ♠, 3 ♥
18	6 ♦, King ♥, 10 ♥, Ace ♦, 3 ♠

**TOTAL N64**

**65**

## BUSTED!

## WIPEROUT 64

**Velocitar Track**  
Complete race mode with a Bronze or better finish.

**Cyclone Weapons Power-up**  
Complete the weapons challenge mode with a Bronze or better finish. This power-up doubles the damage caused by your weapons.

**Piranha II Ship**  
Complete time challenge mode with a Bronze or better finish.

**Super-combo Challenge Mode**  
Complete all three challenge modes.



## BODY HARVEST

To activate these cheats, you will need to use this key: The D-pad equates to Up, Down, Left, Right (u,d,l,r). Camera Buttons – North, South, East, West (n,s,e,w). A = a and B = b.

Using these buttons to spell the following cheats:

**Surreal** – Turns everything into jelly.

**Durable** – Gives you full health (or fuel & health if you're in a vehicle).

**Arsenal** – All Weapons.



## CHEATS

## VIGILANTE 8



## ▶ NO ENEMIES OPTION

Enter POPULATION\_OUT as a passcode when you choose your car.

## ▶ ALIEN VEHICLE

Enter the password GIMME\_DA\_ALIEN.

## ▶ ALL LEVELS, CHARACTERS AND VEHICLES

Enter the password JTBT7CFD1LRMGW.

## ▶ ALL VEHICLES EXCEPT THE ALIEN

Enter the password GANGS\_UNLOCKED.

## ▶ BONUS LEVEL

Successfully complete 'Y' the Alien's quest and you will be able to play in Super Dreamland 64, a colourful fantasy world.

## ▶ CHOOSE THE SAME CAR

To let multiple players use the same car, enter the password MIX\_MATCH\_CARS.

## ▶ CLASSIFIED SECRET MOVES

Here are the secret moves labelled as classified in the manual.

## ▶ INTERCEPTOR MISSILES

Halo Decoy: 8, 8, 2, Fire Machine Gun  
Cost: 2 Missiles

## ▶ BULL'S EYE ROCKETS

Stampede: 8, 2, 8, Fire Machine Gun  
Cost: 5 Rockets.

## ▶ SKY HAMMER MORTAR

Turtle Turnover: 2, 2, 2, Fire Machine Gun  
Cost: 2 Shells.

## ▶ BRUISER CANNON

Cow Puncher: 2, 8, 2, Fire Machine Gun  
Cost: 2 Shells.

## ▶ ROADKILL MINES

Cactus Patch: 4, 6, 8, Fire Machine Gun  
Cost: 2 to 6 Mines



CRACKED IT!

## ▶ ENABLE ULTRA-HIGH RESOLUTION

Enter the password MAX\_RESOLUTION.

## ▶ ENHANCED MISSILES

Enter the password MISSILE\_ATTACK.

## ▶ GOD MODE

For invincibility, enter the password LIVING\_FOREVER.

## ▶ RAPID FIRE WEAPONS

Enter the password FIRE\_NO\_LIMITS.

## ▶ REDUCED GRAVITY

Enter the password A\_MOON\_GETAWAY.

## ▶ REMOVE ALL ENEMIES

Enter the password POPULATION\_OUT.

## ▶ SLOW MOTION

Enter the password GO REALLY\_SLOW.

## ▶ SUPER HARD DIFFICULTY

Enter the password I\_AM\_TOUGH\_GUY.

## ▶ UNLOCK ALL LEVELS

Enter the password LEVEL\_SHORTCUT.

## ▶ VIEW ALL ENDINGS

Enter the password NG\_SLIDESHOW.





**BUSTED!**

*It's nearly sixty years since the first Beetle rolled off the production line and they're still as popular as ever.*

# Beetle



*To celebrate the release of the all-new Beetle EA have produced one of the best driving games on the N64 this year. With loads of short-cuts and bonuses you'll need our expert guide to ease your woes!*

**TOTAL  
N64**  
FEATURING  
GAME BOY COLOR  
REVIEW SCORE  
**92%**

## HISTORY



The Beetle was invented by Ferdinand Porsche in the mid-Thirties and became the best selling car on earth. Now radically redesigned the new Beetle is set for release in the next two years and promises to be another success story. Electronic Arts have developed this game in conjunction with VW to ensure a faithful reproduction of the car. This is new territory for EA as this is their first title designed exclusively for the N64, and what a corker it is too!

# tic

# Adventure Racing

## A BUG'S LIFE

**A**s this is Beetle racing you won't find any other cars in the game, but there are numerous Beetles for you to win. These Bonus cars become selectable once you complete the Championship modes. The first set of Bonus cars sees improved performance and better handling, the next set take that one step further with new bodywork and decals as well as improved statistics.

## POINT BOXES 2,5,10

By collecting 100 points on each track you can access new Beetle Battle arenas in



## BONUS: BEETLES



multiplayer. You can also earn a continue by collecting at least half of the total number of boxes, giving you a greater chance of success.

## NITRO BOXES

Nitro Boxes give the player a short burst of speed when struck. These appear in set positions around a track, once used they do not re-appear. It is wise to leave certain Nitros until the last lap when you really need that extra burst of speed.

During Championship Mode Bonus boxes appear on the track, consisting of Point Boxes (worth 2,5,10), Nitro Boxes and Cheat Boxes. On every course there are a total of 100 points available to collect, the higher the value of the box the harder it is to find. Even though you may see a box, working out exactly how to get it is another thing altogether.

## CHEAT BOXES

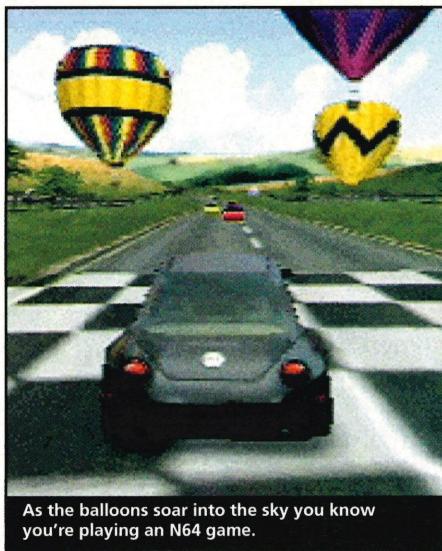
On each course there are three well hidden Cheat Boxes for you to discover.

Cheat Boxes open up a cheat menu on the Options screen, these include all manner of wacky settings including a disco sky and some crazy car shapes.



**Alien:** Once you complete Professional level on Championship Mode this new Beetle becomes selectable. Not only does it boast superb handling and speed but it also has a rather novel horn. When pressed the words 'We Come In Peace' sound.

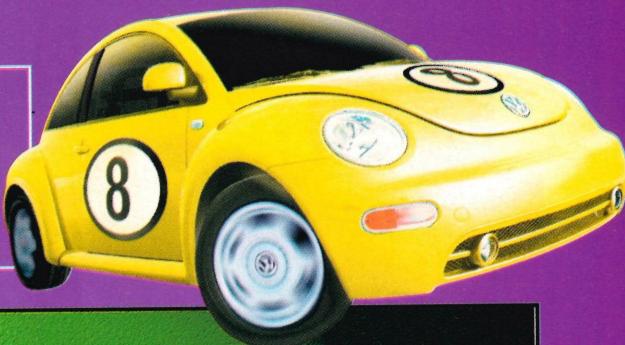
**Police:** Not until you complete the Bonus level on Championship Mode does this car become selectable. This car has the best all-round performance with all the statistic bars up to full. If you use your horn the siren sounds and all the opposition cars slow to let you past. This helps when searching for those elusive Bonus Boxes.



As the balloons soar into the sky you know you're playing an N64 game.

# TRACK BY TRACK

Each track has been fully mapped with all the Box locations included.  
Each alternative route that appears is named and numbered according  
to the point of variation from the original course.



## COVENTRY COVE

**BUSTED**



### COVENTRY COVE

Take to the hills of the British countryside in this picturesque course. Some of the many sights you come across include a quaint harbour-side town, a disused mine shaft and an abandoned church.

## ALTERNATIVE ROUTES:



### ONE - PORTSIDE

The first route comes as you enter the village. Look for the window on the left, inside is a 5 crate. Follow the path down collecting the numerous 2 boxes before mounting the ramp. Keep it straight to land safely on the other side. Collect the 5 box and hit the Nitro to make the lost ground.

Note: A crane places a stack of logs in front of the Nitro on certain occasions.



### TWO - BACK ALLEY

As you approach the left-hand corner in the village head to the right of the red telephone box. In this short alley are two 2 boxes.

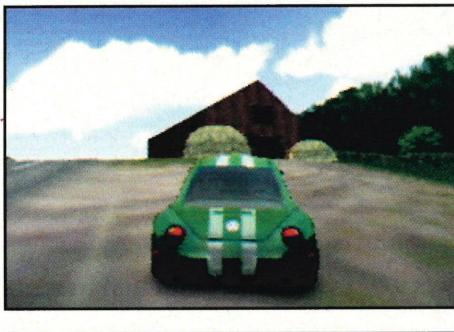


### THREE - TUNNEL

3. Just after you jump over the bridge follow the train tracks into the tunnel on the right. Inside you are two 2 boxes, hit the Nitro as you leave to get you back into the race.

### FOUR - HAY-BARN

As you approach the top of the hill head right towards the barn. Slightly inside the bale on the right is a 2 box, inside the barn is a box worth 5 points. Hit the Nitro as you exit.



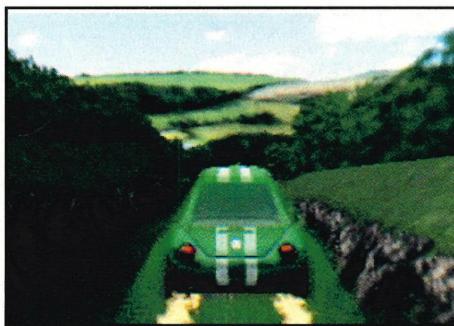
### FIVE - STANDING STONES

Just after you exit the tunnel instead of following the signs to the right head left across the ramp. Collect the 5 box as you head off the ramp, you land on a small island. Hit the next ramp and collect the 2 box to rejoin the track.



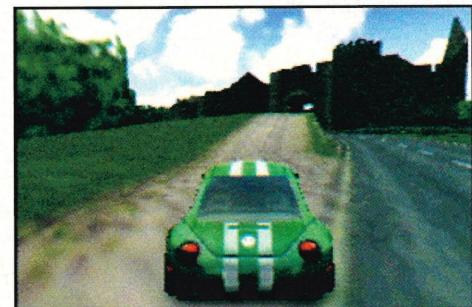
### SIX - MINE-CART

As you head past the island route below a slip road appears on the right. Head on to it just after the second boulder and smash through the barricade at the top. Remain central to the train tracks as you descend into the mine, collect the 5 box as you take the jump and the next 5 box just before you break through on to the original track.



### SEVEN - GRASSY SLOPE

Just after you pass through the tunnel veer left on to the grassy slope, remain central as you pass through tunnel to collect a total of 17 points. The Nitro at the end helps re-gain your speed on this important straight.



### EIGHT - ABANDONED CHURCH 1

Just after passing over the wooden bridge you see a dirt ramp. Head up the ramp and aim for the floating 10 box as you jump into the fenced enclosure. As you approach the end of the path take a slight left and then right, collect the two 2 boxes before hitting the Nitro.

### NINE - ABANDONED CHURCH 2

Instead of heading up the ramp continue halfway round the long right-hander. A gap in the wall shows you the route, there are two 2 boxes here. Instead of turning left through the gap head for the barricade at the end, inside is a 5 box below a stained glass window.



## CHEAT BOX LOCATIONS

### CHEAT BOX 1.

Just after the village bridge in a walled enclosure. There is a small gap in the corner of the wall near the track, turn around and drive through.

### CHEAT BOX 2.

Inside the hay bale on the left of the barn. Just drive straight through it!

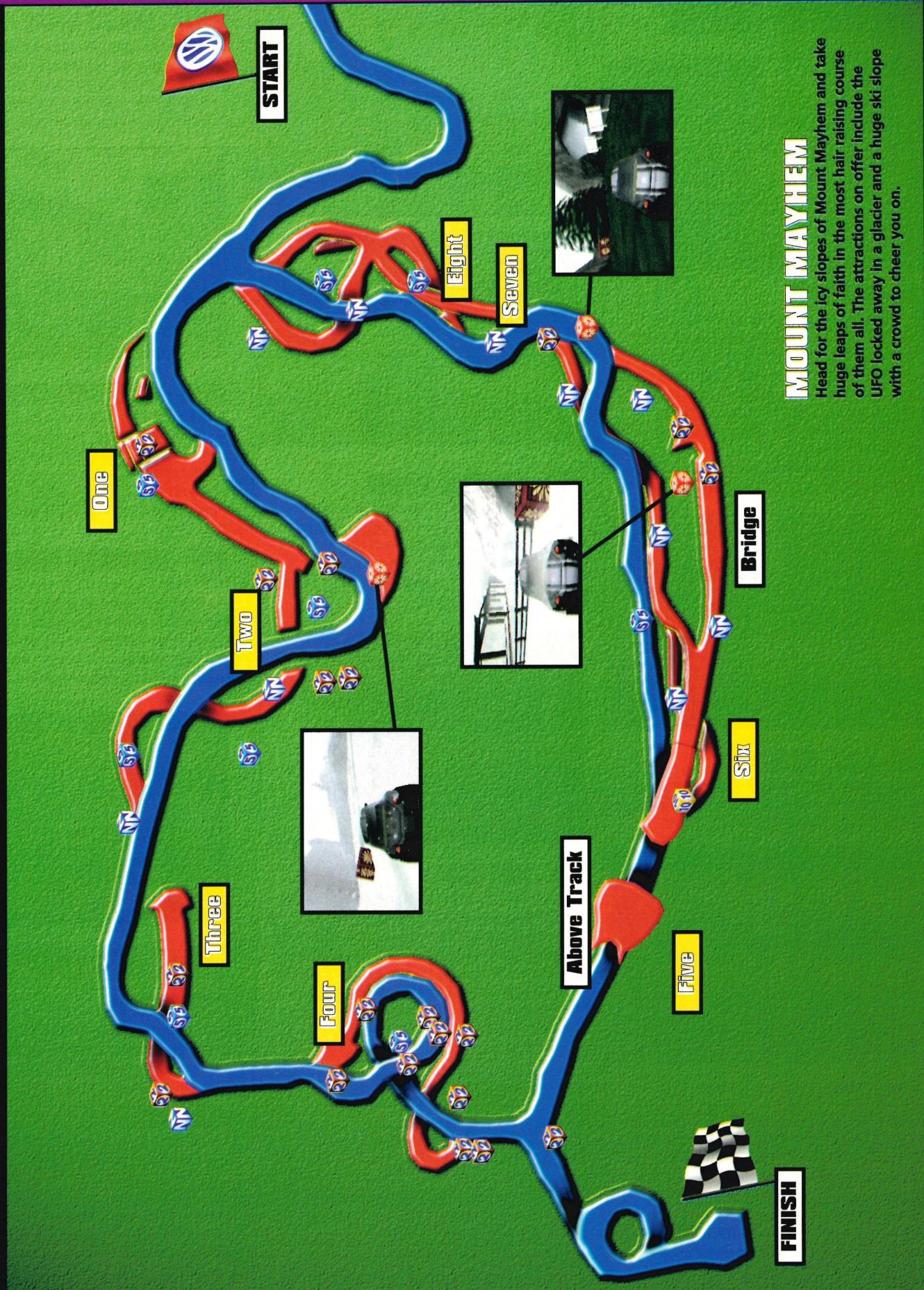
### CHEAT BOX 3.

On the small island short-cut, to the left of the standing stones. Take the first jump slowly, once you are on the island head round the stones on the left to see the last Cheat Box.

**BUSTED!**

BEETLE ADVENTURE RACING

# MOUNT MAYHEM



## MOUNT MAYHEM

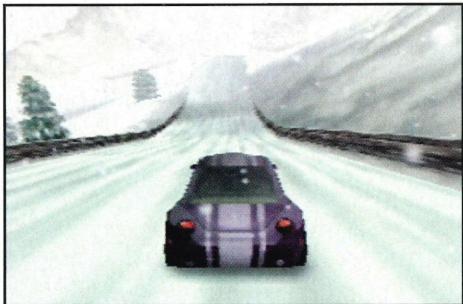
Head for the icy slopes of Mount Mayhem and take huge leaps of faith in the most hair raising course of them all. The attractions on offer include the UFO locked away in a glacier and a huge ski slope with a crowd to cheer you on.

## ALTERNATIVE ROUTES



### ONE - SKI RESORT

When you see the ramp on the right with the 2 box above it head towards it and turn left as you take off. Drive through the window to collect the 5 box. Exit through the other end and you're on a different route. Continue to the end of the road collecting the 2 box and smash through the barriers at the end to collect the 5 box and rejoin the track below.



### TWO - SKI-JUMP

Following the same route as before but instead of heading through the gap at the end turn hard right as you near the wall. Smash through a window to find yourself on a huge ski slope. Stay central and build up as much speed as possible for the jump at the end. If you successfully made it drive around the banked curves and collect the two 5 boxes. A Nitro marks the point where you rejoin the track.



### THREE - UFO

As you enter the bridge head left onto the mound of earth and use it as a ramp. If taken fast enough you land in a cave below, collect the 2 and 5 boxes as you pass under the UFO. As you round the left-hand corner collect the last 2 box and hit the Nitro as you exit.



### FOUR - FROZEN WATERFALL

Head left towards the waterfall and drive straight at the 2 box in front of it. You should then break through a thin layer of ice and enter a tunnel section. Follow the long corner round collecting the three 2 boxes.



### FIVE - SUPER JUMP

To make the first jump you need one of the faster cars. As you approach the huge cave drive to one side of the entrance and ride the platform to the end. If you have enough speed you land on a high ledge on the other side. Just after landing collect the 10 box and continue. You then come to a fork in the road, take the right fork and head out on to the long bridge. Collect the two 2 boxes after the bridge and hit the Nitro to rejoin the track.

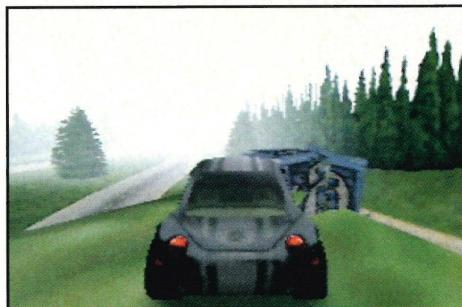


### SIX - CAVE

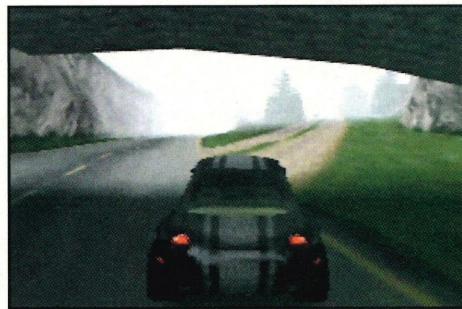
6. As you approach the bottom of the tunnel head straight through the signs at the end. Although there are no Bonus Boxes on this route there are no less than three Nitros to help you on your way to the the finish.

### SEVEN - TREES

Just after you exit the tunnel head right towards the trees, you pass right through and are in a tunnel. Hitting the first Nitro is



tricky. As you round the corner head to the left of the crest on the hill; if you're travelling fast enough you land on a small raised island. If you do, brake hard and slowly drive to the end, where you find a sneakily-placed Bonus Box worth 5 points.



### EIGHT - CROSSOVER

As you pass the road sign that warns you of a fork in the road head right, collect the 5 box and hit the nitros as you rejoin the track.



## CHEAT BOX LOCATIONS

### CHEAT BOX 1

The first Cheat Box is the hardest to get. Take the Ski Resort route and jump off the end of the road turning left as you do so. If taken at the right angle you land on a high cliff ledge, turn round slowly and you see the Box sitting there in the snow.

### CHEAT BOX 2

The second Cheat Box is located after the bridge on the Super Jump route. As you exit the bridge turn around and head to the corner to find the next Cheat Box.

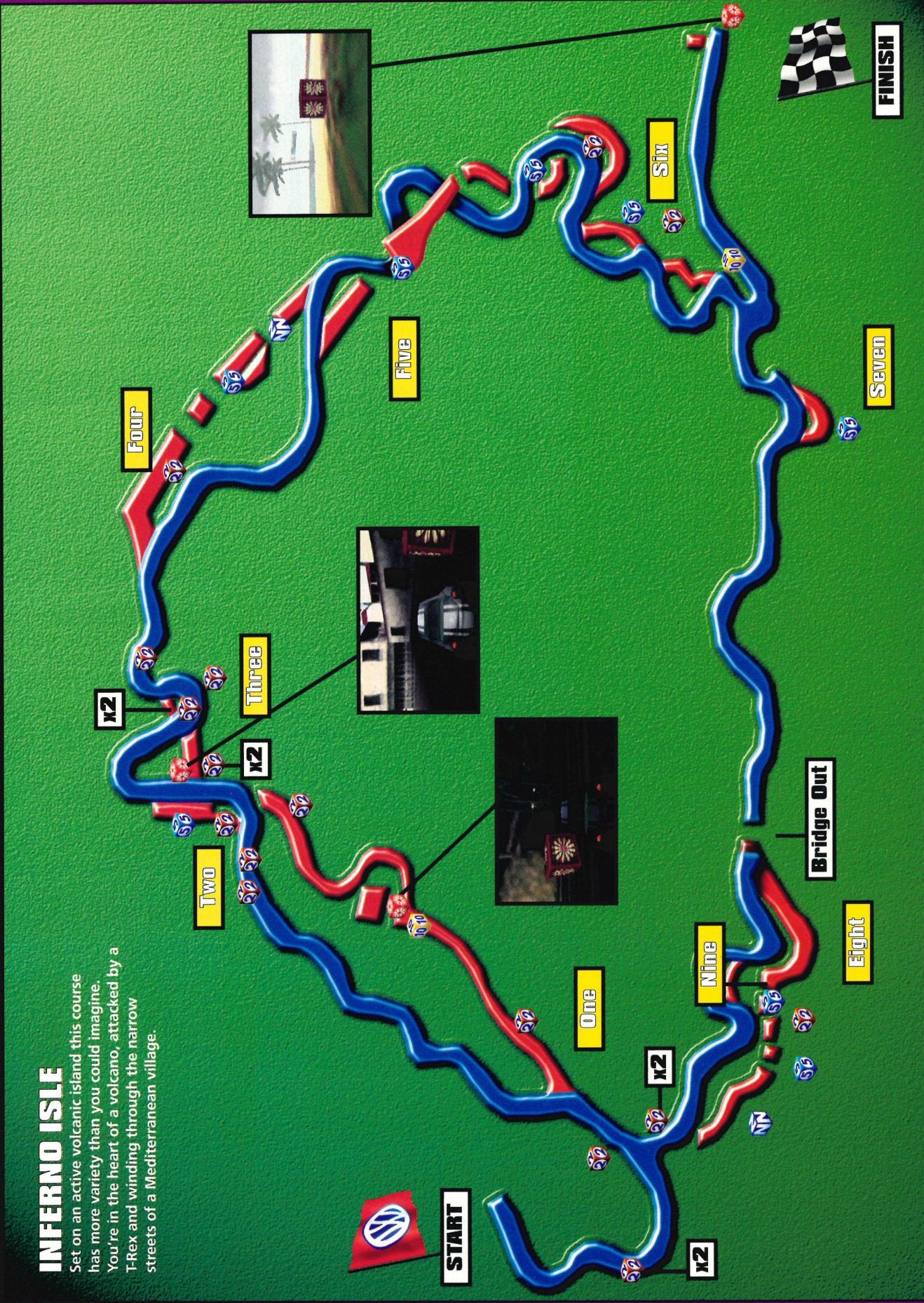
### CHEAT BOX 3

Just before the Trees route heads into the tunnel there is a group of trees behind it. Turn around and head towards them, hidden beside one of the trees is the final Box.

# INFERNO ISLE

## INFERNO ISLE

Set on an active volcanic island this course has more variety than you could imagine. You're in the heart of a volcano, attacked by a T-Rex and winding through the narrow streets of a Mediterranean village.



## ALTERNATIVE ROUTES



### ONE - SWAMPY

Just after you pass the signs on the right the road veers right into a dense jungle. Follow the path up the hill collecting the 2 box. As you descend the hill head straight for the ramp, hit the 10 box as you leap through the hut. Continue to the other side and up the next hill until you come to a brick wall with a 2 box in front of it. Aim for the box and smash through the wall to land in the village.



### TWO - BALCONY

As you enter the village head to the inside of the corner leading in. There is a small ledge leading to a narrow tunnel containing a 2 box. As you exit the tunnel collect the 5 box from the balcony and drop back down to the road below.



### THREE - VILLAGE

As you make your way into the village turn right into the road just after the first jump. There are two alleys that cut off the large corners each contain two sets of 2 boxes. It is important to slow down when trying to negotiate the second short-cut as it is slightly off-line with the other one.

### FOUR - JETTY

As you exit the village a jetty peels off from the road. Hit the 2 box before you take off for the first jump. Keep it straight as you jump and you land on another, smaller ramp. At the top of this one is



a 5 box, you need to be in the right position to get this one. You then land on a small island, hit the Nitro at the end to make the water jump and rejoin the track. If taken well this is an effective short-cut.



### FIVE - VOLCANO JUMPS

Just after you pass under the train tracks above, the road heads right up a steep slope. Make sure you have enough speed as you take off, collect the 5 box. You land inside the volcano on another ramp, take it at full speed as you leap to the next section. As the road passes over the track below it breaks twice, on each jump there is a box to collect, first a 5 then a 2.



### SIX - VOLCANATE

These two routes form a crude figure of eight, on the first left-hand route you will find 7 points and on the second you will find 10. The second route is much harder, just beyond the 10 box the road twists and turn erratically so slow right down to pass through safely.



### SEVEN - LIGHTHOUSE

As you approach the lighthouse head through the signs on to the beach. Steer left of the palm trees but turn right to come into line with a 5 box as you rejoin the road.



### EIGHT - GALLEON & CASTLE

As you approach the broken bridge slow right down to at least 50mph, drop off of the end of the bridge to the beach below. Follow the road into the cave and past the Galleon. As you head into the Castle keep in a straight line so you get the two Bonus Boxes. Once on the other side hit the Nitro and head through the cave to rejoin the track below.



### NINE - CASTLE

As you near the right-hand corner head through the many bushes on the inside. As you exit hit the muddy ramp to get into the castle, follow the path round and hit the 5 box as you jump off the end and rejoin the track below. This is a good short cut to use in normal races.

## CHEAT BOX LOCATIONS

### CHEAT BOX 1

In the hut over the swamp. Approach the ramp slowly enough so not to overshoot, just to the right of the ramp in the hut is the first Cheat Box.

### CHEAT BOX 2

In the village on a hard to reach balcony. Take the first short-cut through the village, as you take to the air on the first jump steer left. You land face-first against a wall, steer left and drop down to the balcony below. In the corner is the Cheat Box.

### CHEAT BOX 3

As you approach the finish line head straight for the native hut on the left. As you drive through it the hut disintegrates revealing the last Cheat Box.

# SUNSET SANDS



## SUNSET SANDS

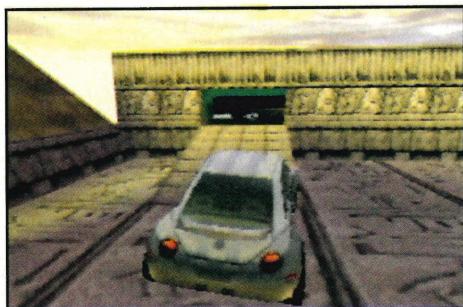
Cruise through the ancient tombs and temples of Egypt and you'll be wondering where Lara is! The high points of this course are the two huge statues, the lavish interior of the temples and the idyllic town perched on the hill.

## ALTERNATIVE ROUTES



### ONE - CANYON JUMP

You only get one chance at this jump. Shortly after the Start head right up the steep slope, at the top is a 10 Box. Hit this as you take off and when you land on the other side hit the Nitro Box to bring you back up to speed.



### TWO - TEMPLE

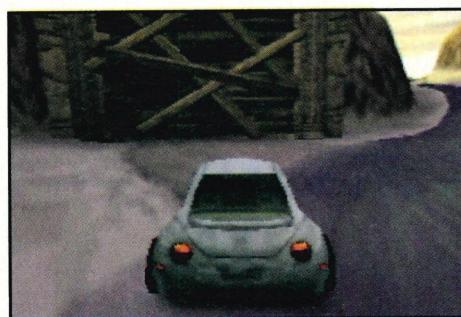
As you approach the pillars on the right look for the track veering off to the left. Head into the sandy trench and collect the two 2 Boxes, jump off the end and on to the next ramp. At the top collect the 2 Box as you take off, and you land in a large paved area. Head up the ramp and into the temple, where you can do one of two things: either head through the barriers and drop down into the water so you are re-placed on the track below, or drive down the slopes and collect the 2 Box as you rejoin the track.



### THREE - OCCASIONAL RAMP

This route only opens up on certain laps. As you enter the temple room you see two Nitro Boxes in the middle. If the ramp is up hit a Nitro Box and ride up the ramp in the centre. You should hit the 5 Box as you do this. You

land on another platform, hit the next 5 Box as you take off the end. Head through the sign at the end and drop down to rejoin the track.



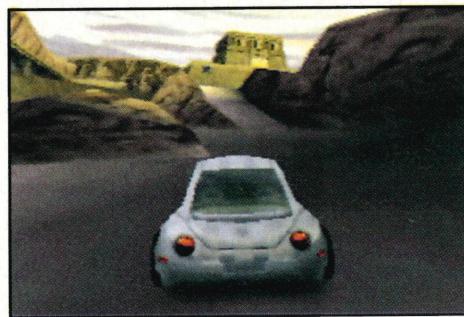
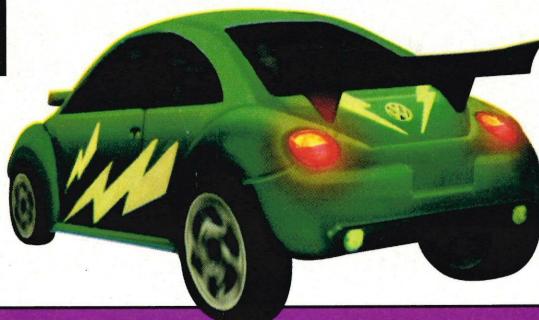
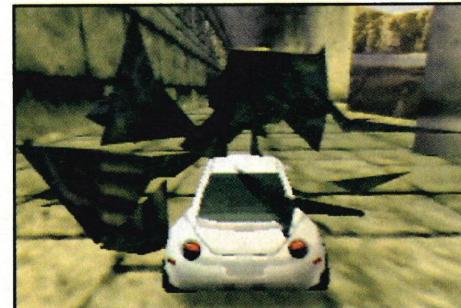
### FOUR - COLLAPSING PILLARS

Head through the wooden barricade and stay on the right of the track. Three pillars collapse above as you pass under them. Hit the Nitro after the last pillar then turn the long right corner up the hill. Collect the 7 points as you do and hit the Nitro Box as you head back to the track.



### FIVE - ANCIENT VILLAGE

As you enter the village slow down and take the right turn into the tunnel. Collect the two Boxes and head straight on until you reach the sharp right-hander back on to the track. There is another route just after the first turning but it is not as effective as a short-cut.



### SIX - TEMPLE ROAD

As you round the corner towards the temples steer sharply left up the sandy ramp. Collect the two Boxes as you pass the temple. At this point a bridge leads over to the other side, but if you carry straight on through the pots a handy Nitro waits around the corner at the top.



### SEVEN - TEMPLE ROAD RAMP

Head down the long straight head right towards the ramp. Collect the 5 Box as you take off, make your way around the outside of the temple and turn right when you get to the top. This leads back to the original track.

### EIGHT - ROCKY PASS

As you approach the stone arches before the lake head to the right into the narrow path. Collect the two Boxes and build up your speed as you turn the corner. Stay on the right as you hit the ramp to ensure you collect the 10 Box in mid-air. Once on the other side turn the sharp right corner and collect the 5 Box. A Nitro leads you back on to the track.

## CHEAT BOX LOCATIONS

### CHEAT BOX 1

Take the Temple route until you get to the large courtyard area before heading into the temple. Turn around and head to the far left corner (if you're facing the wrong way). The first Cheat Box is tucked away in the corner.

### CHEAT BOX 2

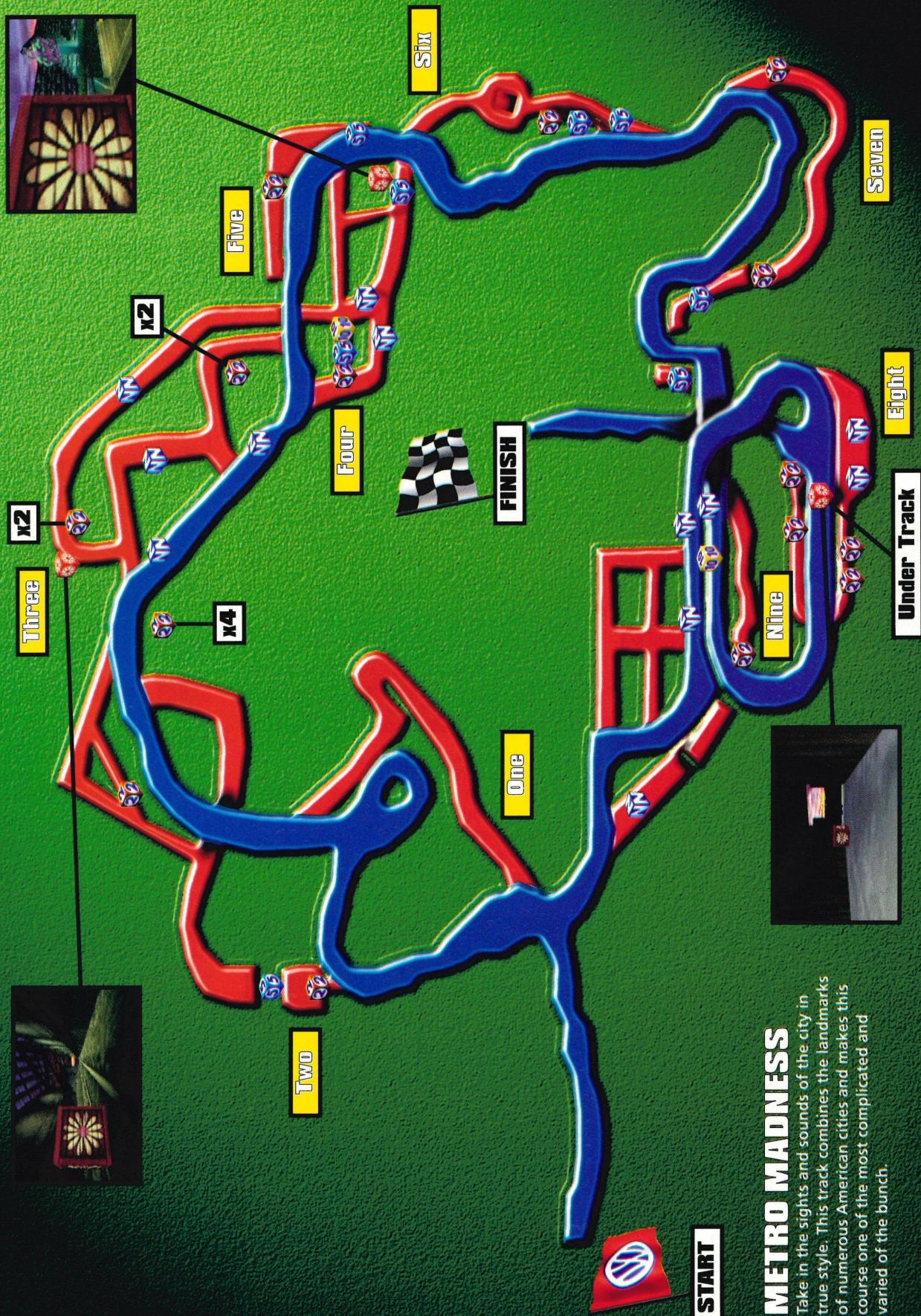
In the Ancient Village head through the tunnel. Instead of going straight on to rejoin the track, take the left turn as you leave the tunnel. In a small thatched shelter is a Cheat Box nestled behind a crate.

# METROMADNESS

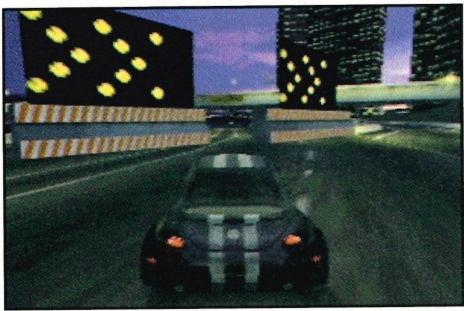


METRO MADNESS

Take in the sights and sounds of the city in true style. This track combines the landmarks of numerous American cities and makes this course one of the most complicated and varied of the bunch.

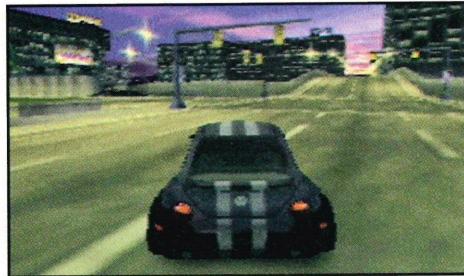


## ALTERNATIVE ROUTES



### ONE - U-TURN

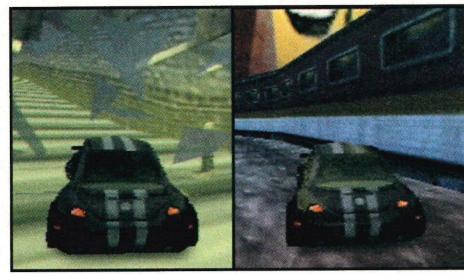
As you approach the first set of barriers after the Start make your way through the small gap and jump to the other side. After taking the slip road down on to the main freeway use your handbrake to make it around the U-turn. Then take the next slip road on to the main track, this is a very worthwhile short cut as it cuts off the awkward bends at the start.



### TWO - LEAP OF FAITH

Similar to the first route only a lot harder to pull off. Head between the barriers where the 2 Box is taking care not to clip them as you pass. Hit the 5 Box in mid-air and land on the other side of the broken road.

As you make your way out of the tunnel you come to a hump in the road. If you turn left before the hump you see a small alleyway with an easily missed 2 Box, the track then rejoins.

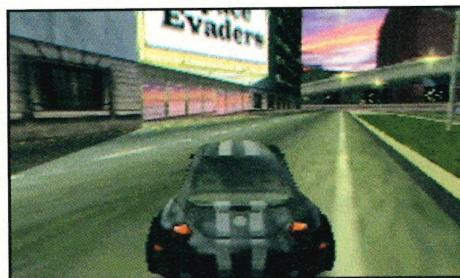


### THREE - RACE THE TRAIN

A complicated and extensive route. Instead of heading up the hill carry straight on past the barriers, at this point there are two routes you can choose from:

**A.** Take a sharp left into the window, at the top of the stairs turn left and collect the two boxes on the platform. Now drive along the train track, hit the two Nitros to stay ahead of the train. Collect the 5 Box as you rejoin the track.

**B.** Carry straight on past the train station and hit the Nitro around the corner, head left at the next junction and collect the two 2 Boxes between the pillars.



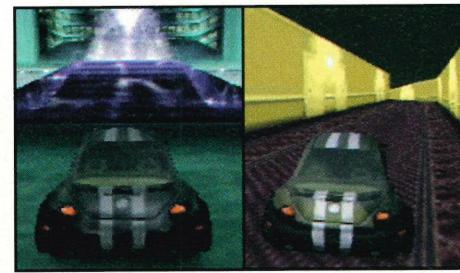
### FOUR - AT THE PICTURES

When you reach the foot of the long hill head straight past the barriers at the end. Turn left into the Cinema for mucho Bonus points. Burst through the screen at the end to land in a shopping arcade, turn right at the end to rejoin the track.



### FIVE - ROMAN PALACE

Take a left up the stairway that leads off of the main road and hit the Box as you leap on to the roof of Roman Palace. Follow the roof round to the right and jump off of the end collecting the 5 Box as you go.



### SIX - HOTEL CASINO

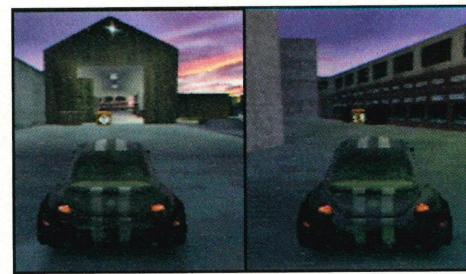
Turn left at the rotating sign to come to a fountain. There are two routes you can take here:

**A.** Head straight for the fountain and jump off the top into the window beyond (make sure you are travelling below 95mph), land in the corridor, collect the 2 Box and the 5 Box as you break through the window.  
**B.** Drive around the fountain and head up the red carpet into the Casino, collect the 5 Box as you smash through the window at the end.



### SEVEN - STORM DRAINS

As you make your way through the storm drains you come to a barrier. Drive up the slope on the left and make your way through the small gap. First you come to a 2 Box, when you reach the end keep a good speed so you can smash through the wooden barricade opposite. You are then inside a burning warehouse, collect the 5 Box and jump out on to the construction site where you can gain another 5 Box as you rejoin the track.



### EIGHT - DOCKSIDE

As you make your way on to the long straight past the docks you can take one of two possible routes:

**A.** Head right on to the ramp and collect the two 2 Boxes, hit the Nitro shortly after landing. There is another Nitro at the top of the next ramp.  
**B.** Head left on to the ramp and make your way towards the shed. Inside is one 2 Box and as you exit there is another on the left, which also acts as a small short cut.



### NINE - MULTI-STOREY

9. As you approach this corner head left in through the window, to find yourself in a multi-storey car park. Make your way up the three levels and jump into the warehouse below. Drive out of the warehouse and through the barricade, you land on the freeway below right in front of a handy Nitro.

**BUSTED!**

BEETLE ADVENTURE RACING

# METRO MADNESS



## WICKED WOODS

One of the most beautiful tracks ever seen in a driving game. Wind your way through this sinister wood and discover the haunted mansion, the trippy pumpkins and the fire-breathing dragon.

## CHEAT BOX LOCATIONS

### CHEAT BOX 1

The first Box is found in the train station. Head up on to the platform but instead of heading left on to the track, head right. At the very end of the track is the first Cheat Box.

## ALTERNATIVE ROUTES



### ONE - TREE HOUSE

To get the 10 Box from the hole in the tree you must steer left on to the large ramp and take off at a right angle.



### TWO - TOP OF THE CASTLE

As you approach the Castle head left into the small dip to find a Nitro Box. Hit this and aim the car for the window above the door. Smash through and you're in a room, head to the end and collect the 10 Box before smashing through either window to rejoin the track below.



### THREE - RIVER JUMP

Just after you pass through the village head left up the side road. Hit the Nitro as you round the corner and collect the 10 Box as you take off. You then land on the other side of the river.

## CHEAT BOX 2

A tricky one this. It is located on top of the shopping arcade next to Roman Palace. Take the Roman Palace route but instead of dropping back down to the road steer right as you jump off the end. You land on the roof of the arcade, so drive round the outside on the right. When you get to the end turn left and head all the way down to the end, on the very corner is the Box.



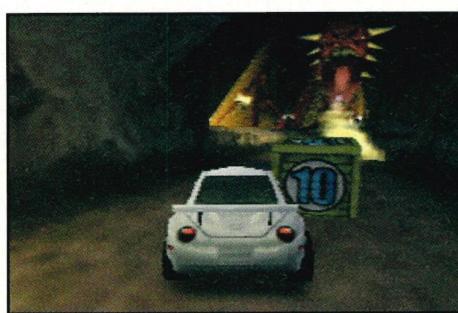
### FOUR - HAUNTED MANSION

Turn right when you see the gates and follow the road until you reach the mansion. Head through the front door and make your way up the stairway on the right. As you burst through the banister at the top, collect the 10 Box floating there. Then it's straight through the window at the end to rejoin the track.



### FIVE - SPOOKY CELLAR

Instead of heading into the mansion take a right into the cellar. As you make your way down collect all five 2 Boxes before breaking out on to the track.

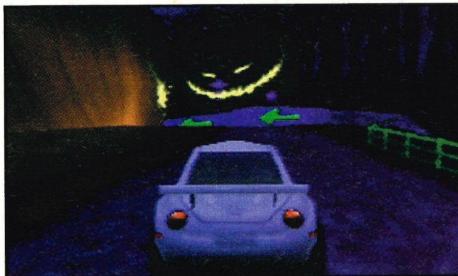


### SIX - DRAGON CAVE

Both of the above routes lead to this cave although you can reach it from the original track. Head right into the cave (it's hidden by foliage) and make your way through. As you approach the fire-breathing dragon collect the 10 box and follow the road back to the track.

## CHEAT BOX 3

Head up one of the ramps next to the dock area and turn into the corrugated bridge, there's the last Cheat Box.



### SEVEN - ULTRAVIOLET PUMPKINS

Just after you exit either dragon cave there's a small ramp with a 5 Box next to a tree. If you hit the ramp it sends you up to the road above. Head along the track collecting the two 2 Boxes, when you reach the tree jump off the end to the right to land on the next section of road. Collect the 5 Box as you cross the bridge, then enter the ultraviolet area. Instead of following the track past the pumpkins just cut the corner behind them. As you pass through the windmill jump off the end on to the track below.



### EIGHT - WINDMILL

This route must be taken as you exit the pumpkin area. As you leave the windmill turn right and you land on an open stretch of land. Follow the seven 2 Boxes past the windmill until you reach the road leading up to the Castle.

## CHEAT BOX LOCATIONS

### CHEAT BOX 1

1. As you exit the castle turn around to the left and head down the side of the building. There's the Cheat Box!

### CHEAT BOX 2

2. This Cheat Box is the hardest to get by far. Take the River Jump route and you see it floating in mid-air. Getting the speed right is the hardest factor.

### CHEAT BOX 3

3. Head into the Mansion, at the top of the stairs is the next Cheat Box between the two flights of stairs.

BUSTED! VIGILANTE 8

BUSTED!

# Vigilan

PLAYERS  
GUIDE



**TOTAL  
N64**  
REVIEW SCORE  
**85%**



## HISTORY

Vigilante 8 first appeared on the Playstation a few months ago and proved to be a popular little title for Activision. So popular in fact that they have decided to release a 64 version of the game using the all-new Expansion Pak. With improved graphics and a shockingly good four player mode, shooting and driving at the same time has never been so much fun!

# te 8

If high-speed shooting action is your bag you're probably playing Activision's Vigilante 8 already. Just to ensure everyone has a fighting chance we have compiled a player guide including all the maps for each area. Also listed are those ever-elusive secret moves as well as the complete list of cheats and top tips.

## THE WEAPONS

### BULL'S EYE ROCKETS:

Road Runner - Up, Down, Down, Fire Machine Gun (Cost 2 Rockets).

Fires a non-explosive rocket which pushes cars out of control.

Stampede - Up, Down, Up, Fire Machine Gun (Cost 5 Rockets).

Rapidly fires five rockets in a row.

### BRUISER CANNON:

Cow Puncher - Down, Up, Down, Fire Machine Gun (Cost 2 Shells).

A massively powerful shot that knocks opponents into the air.

Buckshot - Down, Up, Up, Fire Machine Gun (Cost 2-6 Shells).

Fires a spread of up to six shells at once.

### ROADKILL MINES:

Bear Hug - Left, Right, Down, Fire Machine Gun (Cost 2 mines).

Lays a mine that pulls any car near it into a gravitational field, including yourself!

Cactus Patch - Left, Right, Up, Fire Machine Gun (Cost 2-6 Mines).

Lays a mine that splits into multiple mines creating a small minefield.

### WHAMMIES

A whammy is when you hit an opponent with two or more weapons at the same time. There are many ways you can do this but here is a selection of some of the best examples:

For a **1X whammy** Select the Bruiser Cannon, and enter the command for the Cow Puncher, and just as you are pressing Z, press R at almost the same time so they both fire at once.

For a **3X whammy**, select the Sky Hammer Mortar and enter the command for the Crate Maker, press R just as you finish firing, then switch to the Bruiser cannon, and perform the 1X whammy as listed above. If the two Mortar shots and the two Bruiser shots hit at the same time (this is incredibly difficult), you will get a **3X whammy**.

### INTERCEPTOR MISSILES:

Halo Decoy - Up, Up, Down, Fire Machine Gun (Cost 2 missiles).

Acts as a decoy, funny enough.

Afterburner - Up, Up, Up, Fire Machine Gun (Cost 2 Missiles).

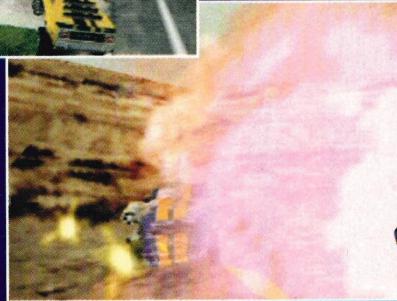
Fires one missile without detaching it, giving you a short burst of speed.

### SKY HAMMER MORTAR:

Turtle Turnover - Down, Down, Down, Fire Machine Gun (Cost 2 Shells).

A powerful mortar that can flip cars over on to their roof.

Crater Maker - Down, Down, Up, Fire machine Gun (Cost 5 Shells). Combines five mortars in one massive shot. It leaves a crater on flat area of land.



## BUSTED!

## PICK-UPS

On each level are a selection of power-ups and weapons to use during your killing spree. Here's Game Buster's guide to getting the most out of your selected item of destruction...

### GREEN DIAMOND:

It's the good old fashioned shield; this allows you to take as many hits as you like without damaging your car, but watch out - it doesn't last long.

### SPANNER:

This helpful item gives a nice boost to your energy level - essential when your trusty energy bar starts flashing.

### MINES:

A fairly useful weapon if someone is chasing you; if you use the reverse view button you should be able to time the release of your mine so it's unavoidable. This requires your foe to be right up close though, or they just drive round it.

### ROCKETS:

The rocket is very useful at close range - especially when facing bumper to bumper - but not much use at long range, as it requires a good aim. Useful for destroying buildings, as it only takes a few shots to bring one to the ground.

### MISSILES:

The king of the long range weapons, purely for its homing abilities, although it's not much use if there's a lot of scenery in the way, such as hills and buildings. It's best to fire this when the enemy is in clear view in the distance.

### CANNON:

The cannon sits on the roof of your car and automatically aims at the current target, even if it's behind you. These shots don't home in but it's pretty accurate at close range - very useful for shaking off a chasing enemy.

### MORTAR:

Unlike the rocket or missile this little baby fires upwards, which means it can hit the target even if you can't see it! The only problem with the mortar is it's really not all that accurate and can be easily avoided. Best used on a stationary vehicle, if possible.

### MYSTERY:

The crate contains either a standard weapon or a secret special weapon; you don't know until you've picked it up. The special weapon is specific to each character and can produce some rather powerful effects, to say the least.



# CHARACTERS

A stranger group of people you are never likely to meet. However, such as they are, Total N64 brings you the full lowdown on all the characters and the vehicles that they drive in Vigilante 8. Use this information to choose the right character or know thine enemy - remember knowledge is power!



**VIGILANTES**  
**Who?**: Chassey Blue  
**Driving**: '67 Rattler  
**Catchphrase**: 'Let's get on with the mission, hmmmm'  
**Special**: Gridlock: Launches an expanding grid of flares that damage and cause cars to stall.  
**Description**: Chassey Blue is the real power-dressing stunner of the pack, who drives a nippy little number. This girl may be all speed but she does lack in the armour department and she's only average at aiming. She's a good character for the more experienced gamer who prefers to pull a hit and run, rather than try to slug it out.



**VIGILANTES**  
**Who?**: Dave  
**Driving**: '70 Van  
**Catchphrase**: 'Hmmm, sensors show no intelligent life, he he'  
**Special**: Invasion Attack: Sends signals into space and a small group of UFOs attack the nearest enemy.  
**Description**: This 'tree hugging' hippy type drives a van which is quick enough for most but where it rates highest is in the armour department. His accuracy is only average but his cool UFO attack makes up for this - a fleet of small saucers pursues whoever gets targeted, bumping off energy with every hit.

## COYOTES



**Who?**: Sid Burn  
**Driving**: '69 Manta  
**Catchphrase**: 'Is it getting hot in here? He he ha'  
**Special**: MolotovAuto: Tracks the enemy down and shoots fireballs at them.  
**Description**: Now here's a car that can move; it's even quicker than Chassey Blue's rattler and it has stronger armour. Sid's only let down by his shooting skills, but with his speed I'd say he's the best character in the game - if you can ignore his cheesy name that is.



**VIGILANTES**  
**Who?**: Slick Clyde  
**Driving**: '70 Clydesdale  
**Catchphrase**: 'Yee-ha, here I come, hick'  
**Special**: White Lightning: Sends powerful bolts of lightning towards an enemy and can cause their engines to stall.  
**Description**: He's an all-rounder who's best suited to those just starting on the game but his lack of aiming ability can be a bit frustrating for more experienced, skilled players.



**VIGILANTES**  
**Who?**: Convoy  
**Driving**: '72 Moth Truck  
**Catchphrase**: 'Ain't nothing on earth that can stop a convoy'  
**Special**: Steel Belter Rolls: A tire filled with dynamite tracks the nearest enemy.  
**Description**: Despite its weight, this truck can reach quite high speeds and is also one of the strongest V8 vehicles available. Unfortunately Convoy is rather poor at shooting but luckily this isn't necessary when using his exploding tyre attack, probably the most powerful weapon in the game. The truck flings tyres from its back section, which bounce along, tracking their victim - if a tyre hits its mark it explodes.



**COYOTES**  
**Who?**: Beezwax  
**Driving**: '70 Stag Pickup  
**Catchphrase**: 'Gonna sting ya real good'  
**Special**: Gamma Swarm: Unleashes a swarm of bees that chase and repeatedly attack the nearest enemy.  
**Description**: This is basically your standard crazy redneck. The old coot's wagon doesn't move too quickly but the rest of his stats are all just above average, with his armour rating higher than his accuracy. The pickup is quite easy to get to grips with too. Old Beezwax's main advantage is his odd special weapon, which can really do some damage to its victim - once they're caught in it, it's impossible to escape.



**VIGILANTES**  
**Who?**: Sheila  
**Driving**: '69 Jefferson  
**Catchphrase**: 'Ehh, let's get wild okay'  
**Special**: 24mm Tantrum Gun: An auto tracking turret fires a barrage of bullets at the enemy, this can knock weapons off of other cars.  
**Description**: Sheila's a bit of a punk chick in her big boots and stripy socks - but this girl sure can hit the mark. However, this comes at the cost of low top speed and very little armour - definitely a girl for the experts who like a challenge.



**COYOTES**  
**Who?**: Loki  
**Driving**: '73 Glenn 4X4  
**Catchphrase**: 'Fasten your seatbelts and get ready for takeoff'  
**Special**: Scatter Missiles: Fires a cluster of missiles into the air that split and rain down on the enemy.  
**Description**: This army type has a liking for big missiles with hearts on. His army training has given him an excellent aiming ability; he's the second most accurate shooter in the game. The '73 Glenn ain't the toughest of the cars and it's not very fast, but it can get over obstacles that other drivers can't, which can be useful to lose a tailing Vigilante.



**COYOTES**  
**Who?**: Molo  
**Driving**: '66 School Bus  
**Catchphrase**: 'Get to the back of my bus, ha ha'  
**Special**: Toxic Gas: Releases a toxic cloud of gas from behind, capable of stalling engines.  
**Description**: The school bus is by far the strongest vehicle in the game, which is just as well, since its big size and lack of speed make it tricky to manoeuvre around the courses. When it comes to aiming, Molo doesn't score that highly either - in fact, he's probably the hardest character to use. His special weapon is also the poorest and it's hard to make it connect with the enemies.



**VIGILANTES**  
**Who?**: John Torque  
**Driving**: '74 Strider  
**Catchphrase**: 'You ready to roll the dice bro?'

**Special**: Bass Quake: Uses his speakers to create an earthquake around him.  
**Description**: John's a funky tracksuit-wearing dude with a big car and a taste for loud music - he's probably a bit of mover on the dance floor and he's a definite ladies' man. His style is very similar to Slick Clyde, in that he's a pretty good all-rounder but he does have stronger armour, although he loses out on top speed. Best for beginners.



**COYOTES**  
**Who?**: Houston 3  
**Driving**: '75 Palamino  
**Catchphrase**: 'I may be half human, but I'm all woman'  
**Special**: Death Ray: Tracks the enemy and fires a laser that can knock weapons off of their cars.  
**Description**: She may only be half human but she's all woman... Well, that's what she claims, anyway and the afro-sporting babe may have a point. She does drive a nice motor, which can certainly shift when it needs to but she's only average at shooting and repelling attacks. Perhaps one of the best characters in the game, if only for her speed alone.



**COYOTES**  
**Who?**: Boogie  
**Driving**: '76 Leprechaun  
**Catchphrase**: 'Wooo, let's move to the groove'  
**Special**: Disco Inferno: An inflatable disco ball that fires explosive flares at the nearest enemy for a limited period.  
**Description**: A disco dancin', flare wearin', erm... bearded bloke. This guy drives a car which looks like the mirth mobile from the Wayne's World films - which is the only good thing to say. It ranks below average on both speed and armour but, like Loki, is rather accurate at shooting people - as you would expect from a disco king's mobile!

**BUSTED!**

# QUEST MODE TIPS

The objective of the Quest mode is to complete four levels, with a set task on each stage. Vigilante members have to protect one or more of the buildings while taking out the other Coyotes on the stage. Alternatively, you can play as the Coyotes – you then have to try and destroy the buildings, which is slightly easier and more fun!

## PLAYING AS A VIGILANTE



Being a good guy means that you really can't just go around flattening everything in your path – you have to be more selective in who you take out, especially when protecting small buildings. The best way to keep the target standing is to try and lure most of the Coyotes away, by attacking them and then quickly driving away to a remote part of the level. This means there's a smaller risk of your site being wrecked.

## PLAYING AS A COYOTE



Before you start the level you see a picture of the target that you have to total – this is a good chance to memorise what it looks like before attempting the level. The stage ends once you have destroyed all of the enemies, so clear the target buildings first or you fail the objective. On most of the stages there's more than one target, so make sure you find all of them.



## KEY

Pink - Special only  
Cyan - Any weapon  
Yellow - Any power-up  
Grey - Any weapon or power-up  
Blue - Special or any weapon

One-time pre-determined weapons or power-ups are marked with 'X', color-coded as above.

# OIL FIELDS



- You can shoot the oil pipes with flames coming out of them to get past without getting burned, they still shoot flames but not constantly.

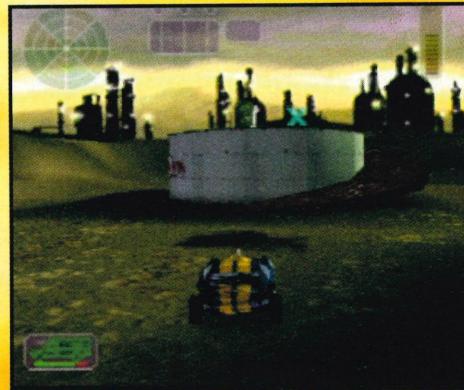
The wrench is pictured as an icon

**Red Triangle** - Start point of player one in Arcade mode

In Canyonlands, the direction of the arrow (in the Red Male Symbol) is the direction in which the boulders will fall.



- Shoot the steel balls and they will roll, if they hit the enemy they cause heavy damage.



- There are dozens of good pickups on top of the oil tanks.



- You can find a Wrench, Shield and a Special Weapon over the jump.

**TIP**

Always use the double press technique on the accelerator when trying to get up steep banks, this will provide you with a short burst of speed.

**VIGILANTE 8****BUSTED!**

# AIRCRAFT GRAVEYARD



- Planes take off and land on the runways and damage anything in their path.



- In the raised area behind the hangars you can drive up the wings of the planes to collect items including two wrenches.



- By the control towers is a post connected to the tower by wires, drive between the two and the planes start bombing.



- In this area is a sign that when destroyed reveals a doughnut shaped area with loads of items.

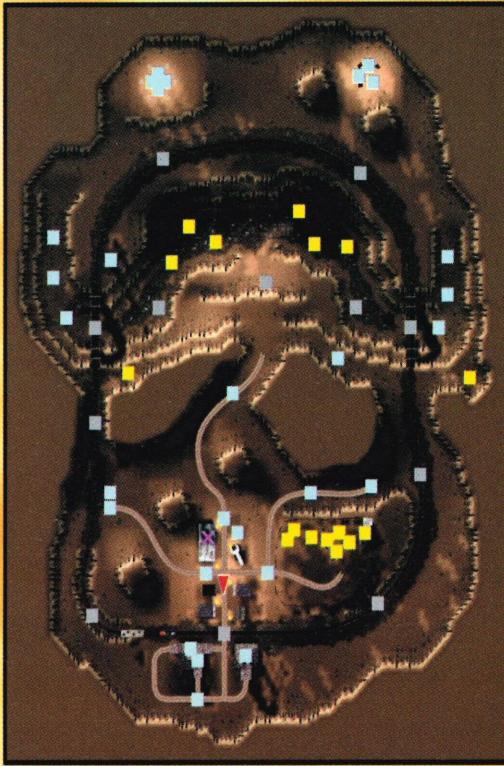
# HOST TOWN



- In the lower part of the level (under the bridge) a whirlwind may appear.



- If you shoot the bridge until it collapses the train crashes, if there are enemies nearby they take damage.

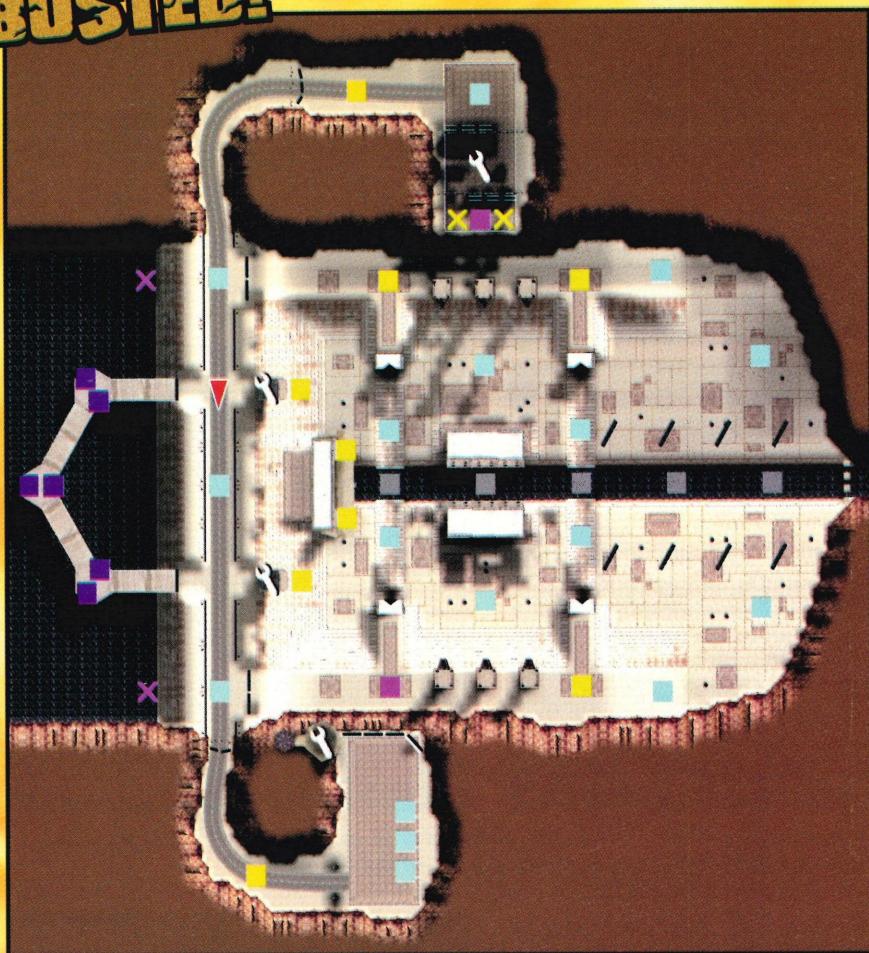


- Shoot the crates on the back of the train to receive special weapons.



- Check all of the buildings for power-ups, especially the small wooden huts.

# BUSTED!



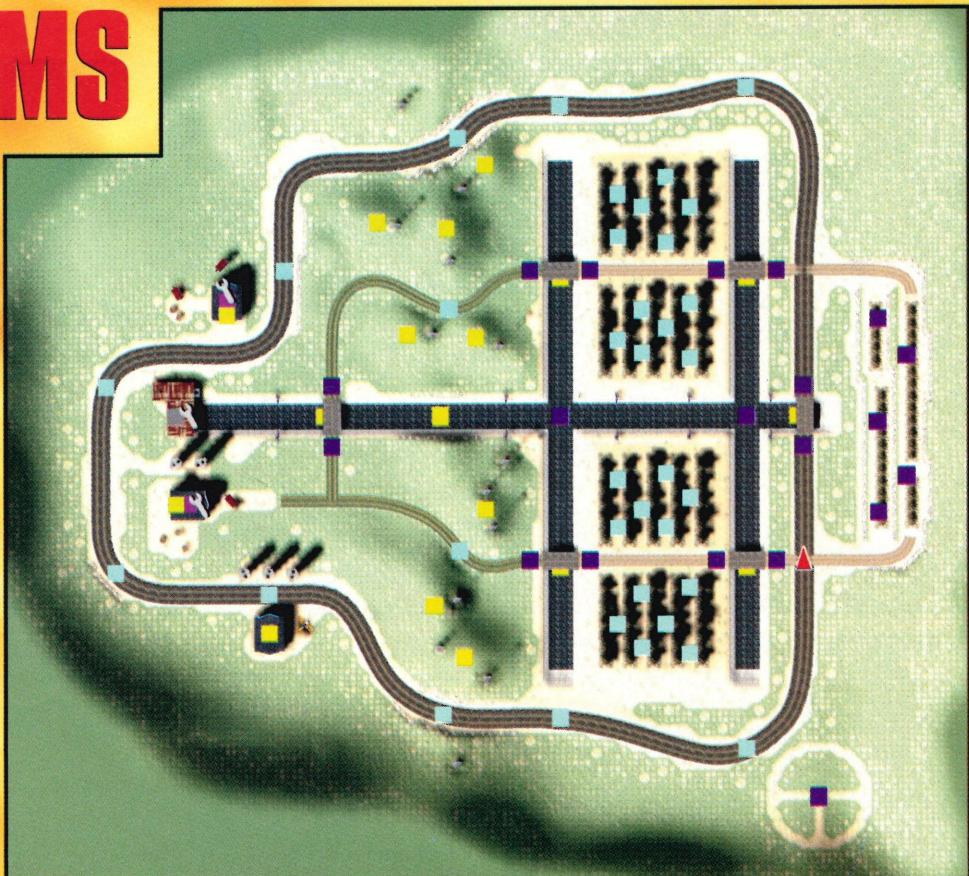
## VALLEY FARMS



- If you shoot the windmills the blades damage nearby enemies.



- Shooting the trailers next to the red barns creates a ramp enabling you to collect the power-ups from the upper floors.



## HOOVER DAM



- In front of the main building on the Dam is a small bridge with a lever on it. Drive past the lever to activate an electrical current through the water channels.



- You can drive into the large holes on either side, they launch you out usually collecting a power-up.

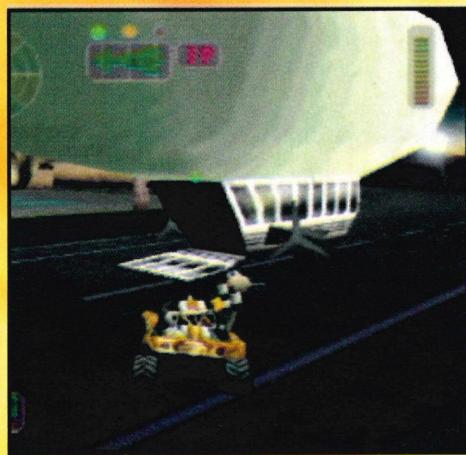
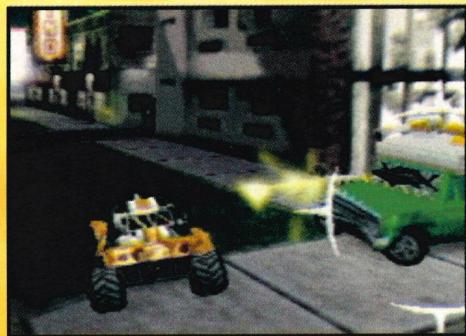
VIGILANTE 8  
BUSTED!

TP

For quick handbrake turns press A and B together; this is an essential method for winning close combat situations.



- Use the airship to obtain items on top of buildings – if you last that long!



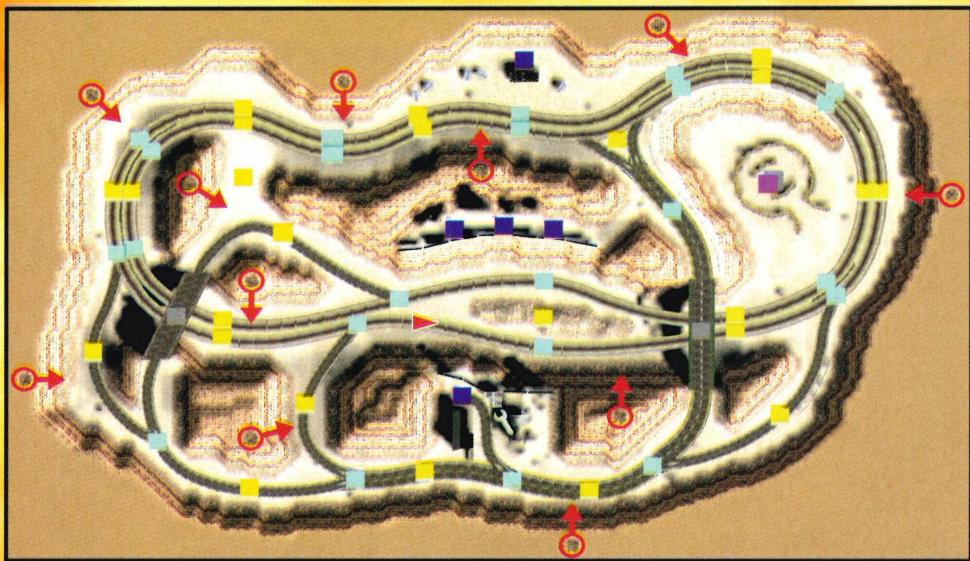
## CASINO CITY

- Destroy the petrol stations and use their roofs as ramps to get the power-ups.



- You can drive the airship if you wait until it lands and drive up the ramp into it. Chances are you won't last long as the other players knock you out of the sky.

## CANYONLANDS



- In the small brick maze is a warp that takes you to the other side of the canyon.  
 - Destroy the bridges. This can trap players in certain areas and makes it easier to attack them.



- Shoot the boulders in the road and they start rolling about, if they hit someone they cause lots of damage.

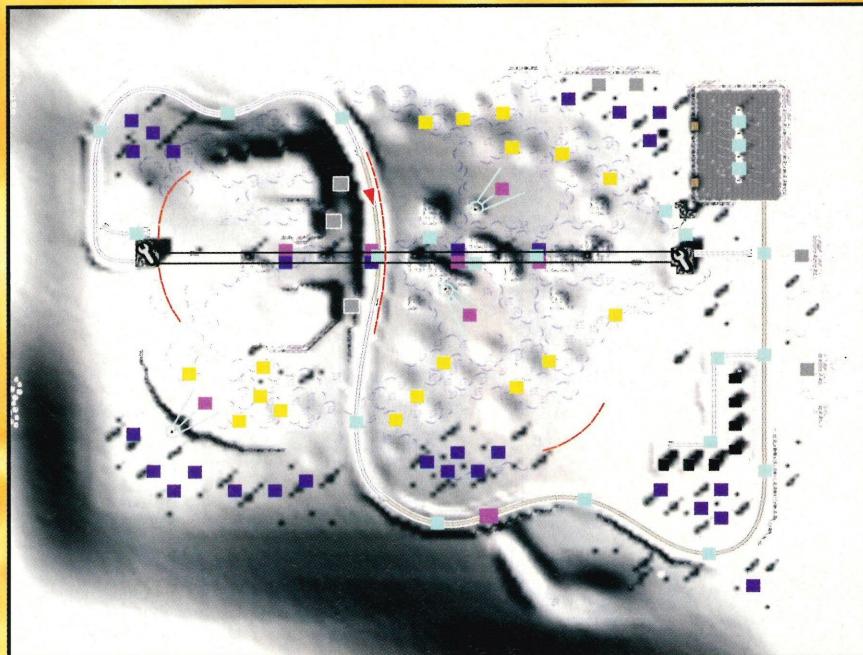


# BUSTED!



## SKI LODGE

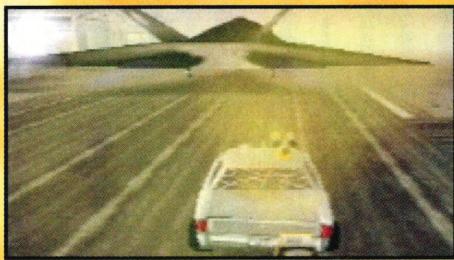
- Shoot about three of the biggest trees to create a small avalanche.



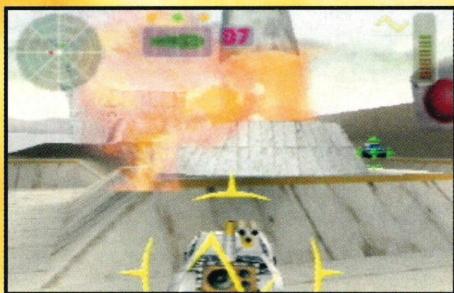
- On either end of the ski lift shoot the door open and wait for a lift to appear. Drive in and you start riding it! If you're being shot at, get out by pressing A.  
- On the lower levels there are certain places where you can drive up the edge, turn around and go for the jump to get the floating powerups.



## SECRET BASE



- Watch out for the laser turrets, they shoot you if you get too close although they can be destroyed.



- If you shoot the yellow steps leading up to the stealth bombers they take off. They then damage anyone in their path. Any car driving behind the planes can also get damaged by the engines.



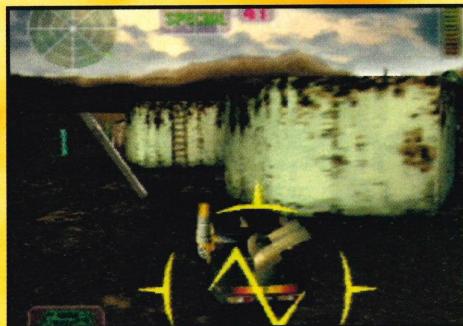
# SAND FACTORY



- There is a raised plateau you can reach by rocket jumping off the large sand pile.



- If you shoot the piles of sand they shrink and sometimes reveal weapons, you have to use missiles though.



# BUSTED! SECRETS

**Play as Dave:**  
Complete Quest Mode with Chassey Blue and Slick Clyde.

**Play as Convoy:**  
Complete Quest Mode with John Torque and Sheila.

**Play as Molo:**  
Complete Quest Mode with Loki and Houston.

**Play as Sid Burn:**  
Complete Quest Mode with Boogie and Beeswax.

**Play as "Y" The Alien:**  
Complete Quest Mode with the four secret characters.

**Unlock Sand Factory:**  
Complete Quest Mode with Convoy and Sid Burn

**Unlock Secret Base:**  
Complete Quest Mode with Dave and Molo.

**Unlock Super Dreamland 64:**  
Complete Quest Mode with "Y" The Alien.

**Machine Gun Trick:**  
If you have a controller with Auto-Fire set it to Z and you will be able to shoot your guns at full speed and without them overheating.



# CHEATS

Enter the following cheats on the passcode screen:

**GANGS UNLOCKED** - All Cars

**MAX RESOLUTION** - Ultra Hi-Res Mode

**LIVING FOREVER** - Invincibility

**FIRE NO LIMITS** - Quick Fire

**A MOON GETAWAY** - Low Gravity

**I AM TOUGH GUY** - Expert Mode

**LEVEL SHORTCUT** - Level Select

**JBT7CFD1LRLMGW** - All Characters and Levels

**GO REALLY SLOW** - Slow Motion Mode

**GIMME DA ALIEN** - Bonus Character

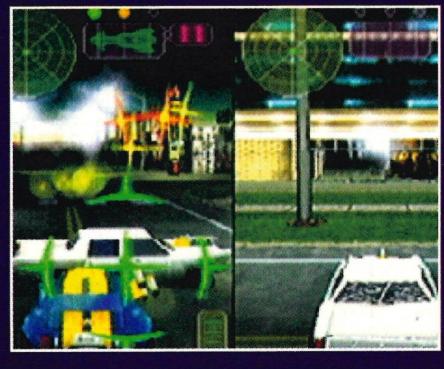
**LONG SLIDESHOW** - Ending Sequence

# SUPER DREAMLAND 64

- Shoot the mushrooms, they launch off, come down and damage anyone in their path.  
- Watch out for the running knight, he charges into anyone in his way causing damage.



- Destroy the bridges to find wrenches underneath.  
- If you drive into one of the wells you are warped to another well on the opposite side of the arena.  
- Avoid the moat around the central castle as this causes damage.  
- Wait for the main drawbridge to lower before trying to get to the castle.



# IN NEXT MONTH'S EXCITING ISSUE OF

# TOTAL N64

FEATURING  
GAME BOY COLOR



**FEATURE!**

## PREMIER MANAGER '99

We take you through the ups and downs of football management. If you think you can mix it with the Ferguson's and the Wenger's of this world, then get yourself a large sheepskin coat, put on your jewellery and sit back with a fat cigar as we get in the dug out and talk N64 tactics with the England Manager, Kevin Keegan.



**EXCLUSIVE!**



## WWF ATTITUDE

We promised we'd put it in this issue after we'd failed to put it in the issue before, but as you will have no doubt discovered, our WWF Attitude feature is still missing. Fear not, it has to go in next month because 'Stone Cold' has threatened to whoop our asses if it doesn't.



## A Feast Of Entertainment

As well as all this, we'll also bring you a massive feast of football charting the meteoric rise of the sport, its early videogame incarnations and the ones you'll be looking forward to playing later this year. As always you'll get the latest tips, cheats, guides and 'hot off the press' insights into the world of the N64 and all for the measly price of two school dinners... Go hungry, don't miss out!

**TOTAL N64 ISSUE 29 ON SALE: 30TH JUNE 1999**

ISSUE 28

**TOTAL N64**

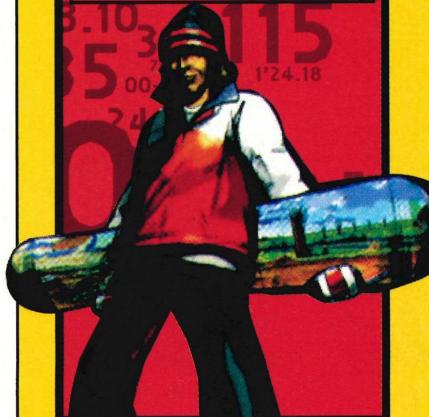
NEXT MONTH

91

# HIGH SCORES

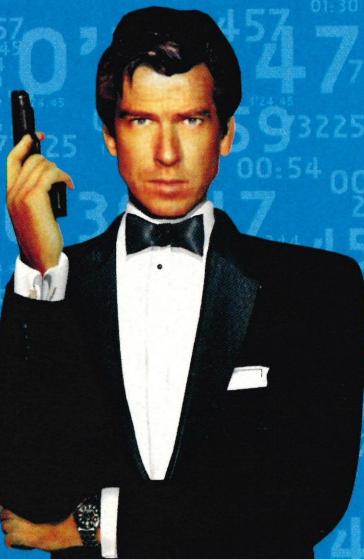
## 1080° SNOWBOARDING

AIR MAKE	Ross McKinstry - 101750 pts
CRYSTAL LAKE	Thomas Badge - 1'02.99 Dominic Floyd - 56650 pts
GOLDEN FOREST	Jeremy Wendt - 1'20.22 Abraham Alzouman - 61109 pts
DRAGON CAVE	Harold Spiggot - 1'24.25 Jeremy Wendt - 79535 pts
HALF PIPE	Ross McKinstry - 122328 pts
CRYSTAL PEAK	Adam Charlton - 1'27.84 Dominic Floyd - 80320 pts
MOUNTAIN VILLAGE	Adam Charlton - 1'30.75 Norman Obeseki - 50552 pts
DEADLY FALL	Norman Obeseki - 1'07.88 Dominic Floyd - 147801 pts



## GOLDENEYE 007

DAM	John Hunter - 00:31	STATUE	John Hunter - 1:54	STREETS	John Hunter - 00:41
FACILITY	John Hunter - 00:40	ARCHIVES	Simon Hunt - 00:13	DEPOT	John Hunter - 00:19
RUNWAY	John Hunter - 0:13			TRAIN	Joe Kelly - 00:55
SURFACE	Simon Hunt - 00:26			JUNGLE	Bobby Kenny - 1:04
BUNKER	Simon Hunt - 00:14			CONTROL	John Hunter - 04:21
SILO	John Hunter - 1:11			CAVERN	John Hunter - 00:39
FRIGATE	Simon Hunt - 00:06			CRADLE	Bobby Kenny - 00:36
SURFACE	John Hunter - 00:34			AZTEC COMPLEX	Bobby Kenny - 02:39
BUNKER	John Hunter - 00:18			EGYPTIAN TEMPLE	Bobby Kenny - 00:42



## DIDDY KONG RACING

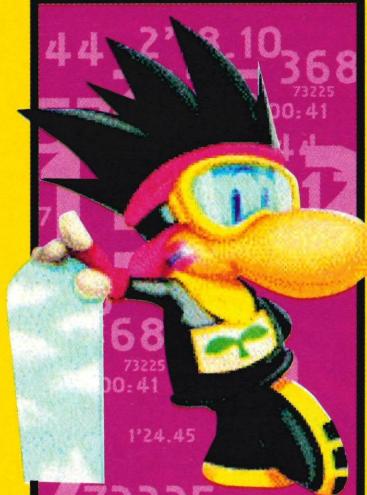
ANCIENT LAKE	UK Race: 0'43.05 - Justin Marshall	WALRUS COVE	UK Race: 1'40.34 - Joe Perry
FOSSIL CANYON	UK Race: 1'10.71 - Thomas Geoffries	CRESCENT ISLAND	UK Race: 1'14.31 - Richard Dunn
HOT TOP VOLCANO	UK Race: 1'14.54 - Joe Perry	WINDMILL PLAINS	UK Race: 1'45.76 - Joe Perry
JUNGLE FALLS	UK Race: 0'47.00 - Joe Perry	DARKMOON CAVERNS	UK Race: 1'48.90 - Joe Perry



# WE WANT PHOTOS...

Are things getting a little tough for you? We want to reward you for your efforts by offering you prizes and giving you the chance to get yourself in the mag. Even if you don't make it onto the monthly role of honour, we'll put your picture in as a sign of a good effort – so remember to send one in with your scores. Don't get complacent though, there are still some cool prizes to be had for the best performances.

## SNOWBOARD KIDS



### ROOKIE MOUNTAIN

UK Race: 0'26.63 – Alan Dundas

### BIG SNOWMAN

UK Race: 1'37.73 – Robert Gallagher

### SUNSET ROCK

UK Race: 1'35.40 – Alan Dundas

### NIGHT HIGHWAY

UK Race: 1'32.20 – Erwin Zeevaart

### GRASS VALLEY

UK Race: 1'42.83 – Alan Dundas

### DIRTY LAND

UK Race: 1'36.80 – Erwin Zeevaart

### NINJA LAND

UK Race: 0'23.76 – Robert Gallagher

### QUICKSAND VALLEY

UK Race: 1'36.43 – Alan Dundas

### SILVER MOUNTAIN

UK Race: 1'46.30 – Erwin Zeevaart

## MARIO KART 64

### LUIGI RACEWAY

UK Race: 1'02.21 – Adam Kelly  
UK Lap: 0'19.83 – Richard Kelly  
US Race: 1'23.10 – George Weif  
US Lap: 0'26.21 – Tim Kliewer

### WARIO STADIUM

UK Race: 0'22.03 – Rob Pierce  
UK Lap: 0'06.14 – Lewis Evans  
US Race: 1'06.37 – George Weif  
US Lap: 0'05.41 – Greg Ihnatenko

### YOSHI VALLEY

UK Race: 1'24.28 – Danny Dunn  
UK Lap: 0'11.22 – Danny Dunn  
US Race: 1'30.93 – Loustarinen Tata  
US Lap: 0'09.30 – George Weif

### MOO MOO FARM

UK Race: 1'20.29 – Glen McHorton  
UK Lap: 0'26.28 – Glen McHorton  
US Race: 1'17.30 – Greg Ihnatenko  
US Lap: 0'26.43 – Greg Ihnatenko

### SHERBERT LAND

UK Race: 1'50.10 – Glen McHorton  
UK Lap: 0'36.24 – Glen McHorton  
US Race: 1'44.47 – Greg Ihnatenko  
US Lap: 0'34.38 – Greg Ihnatenko

### BANSHEE BOARDWALK

UK Race: 1'59.18 – Glen McHorton  
UK Lap: 0'39.06 – Glen McHorton  
US Race: 1'50.70 – George Weif  
US Lap: 0'36.45 – Greg Ihnatenko

### KOOPA TROOPA BEACH

UK Race: 1'26.03 – Glen McHorton  
UK Lap: 0'28.18 – Glen McHorton  
US Race: 1'24.91 – Tim Kliewer  
US Lap: 0'26.70 – Greg Ihnatenko

### ROYAL RACEWAY

UK Race: 2'08.76 – Rob Pierce  
UK Lap: 0'42.28 – Rob Pierce  
US Race: 1'48.73 – George Weif  
US Lap: 0'35.89 – George Weif

### RAINBOW ROAD

UK Race: 4'00.49 – Glen McHorton  
UK Lap: 1'19.14 – Glen McHorton  
US Race: 4'16.89 – Matthew Bailey  
US Lap: 1'21.69 – Greg Ihnatenko

### KALIMARI DESERT

UK Race: 1'26.15 – Glen McHorton  
UK Lap: 0'25.38 – Glen McHorton  
US Race: 1'39.14 – Tim Kliewer  
US Lap: 0'32.65 – Tim Kliewer

### BOWSER CASTLE

UK Race: 2'04.76 – Glen McHorton  
UK Lap: 0'40.46 – Glen McHorton  
US Race: 1'58.24 – Loustarinen Tata  
US Lap: 0'39.18 – Greg Ihnatenko

### TOAD'S TURNPIKE

UK Race: 1'47.19 – Glen McHorton  
UK Lap: 0'33.09 – Alan Dundas  
US Race: 1'51.04 – Greg Ihnatenko  
US Lap: 0'34.05 – Greg Ihnatenko

### DK JUNGLE PARKWAY

UK Race: 0'35.01 – Rob Pierce  
UK Lap: 0'05.11 – Rob Pierce  
US Race: 0'34.00 – Greg Ihnatenko  
US Lap: 0'05.7 – Greg Ihnatenko

### FRAPPE SNOWLAND

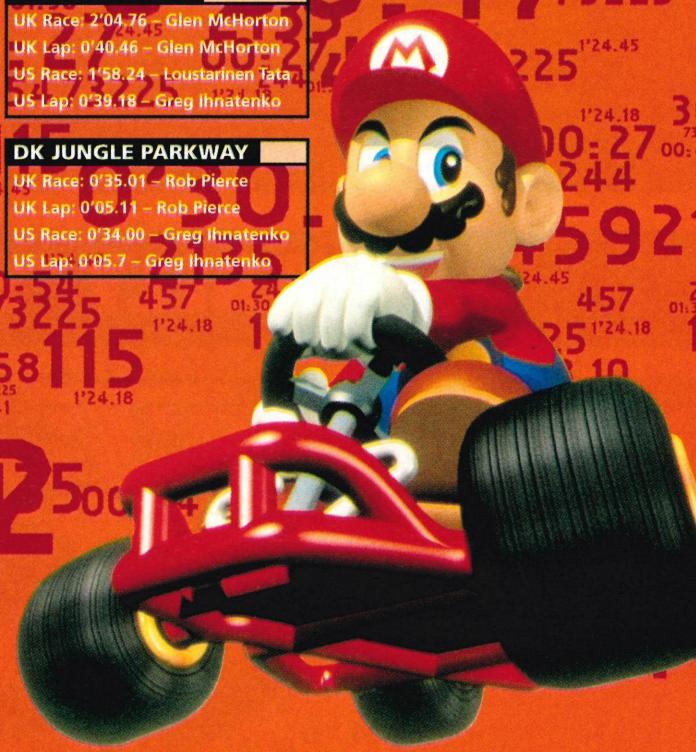
UK Race: 0'28.12 – Steven Canuck  
UK Lap: 0'06.54 – Alan Dundas  
US Race: 0'26.13 – Loustarinen Tata  
US Lap: 0'05.51 – G Weif/G Ihnatenko

### CHOCO MOUNTAIN

UK Race: 1'07.80 – Peter Stock  
UK Lap: 0'20.02 – Peter Stock  
US Race: 1'24.18 – Thomas Geoffries  
US Lap: 0'27.80 – Greg Ihnatenko

### MARIO RACEWAY

UK Race: 1'02.63 – Steven Canuck  
UK Lap: 0'18.69 – Glen McHorton  
US Race: 0'57.63 – George Weif  
US Lap: 0'17.96 – Greg Ihnatenko



## F-1 GRAND PRIX



### BRITAIN

Glen McHorton: 00:41.28

### GERMANY

Glen McHorton: 00:45.88

### HUNGARY

Glen McHorton: 00:43.88

### ITALY

Glen McHorton: 0:042.22

### LUXEMBOURG

Glen McHorton: 00:40.93

### JAPAN

Glen McHorton: 00:54.33

### EUROPE

Glen McHorton: 00:45.97

### AUSTRIA

Glen McHorton: 00:40.52

### BRAZIL

Glen McHorton: 00:37.44

### SAN MARINO

Glen McHorton: 00:46.28

### ARGENTINA

Glen McHorton: 00:42.77

### MONACO

Glen McHorton: 00:43.44

### AUSTRALIA

Glen McHorton: 00:47.77

### SPAIN

Glen McHorton: 00:46.25

### FRANCE

Glen McHorton: 00:41.31

### CANADA

Glen McHorton: 00:39.35

## WIPEOUT 64

### KUES BRIDGE

Race: 1.40.2 – Rick Jones

Lap: 18.0 – Jan-Erik Spangberg

### MACHAON II

Race: 3.00.0 – Paul Stocks

Lap: 31.1 – Jan-Erik Spangberg

### DORON IV

Race: 2.31.3 – Paul Stocks

Lap: 27.8 – Jan-Erik Spangberg

### TERAFUMOS

Race: 2.26.7 – Rick Jones

Lap: 28.2 – Jan-Erik Spangberg

### SOKANA

Race: 2.47.1 – Paul Stocks

Lap: 30.6 – Jan-Erik Spangberg

### VELOCITAR

Race: 2.08.8 – Paul Stocks

Lap: 24.5 – Jan-Erik Spangberg

### DYRONESS

Race: 2.04.0 – Paul Stocks

Lap: 20.2 – Jan-Erik Spangberg

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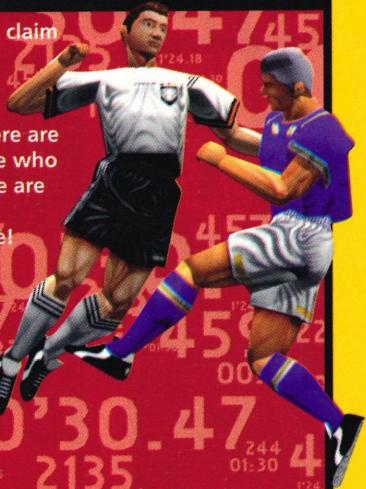
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## ISS '98 CHALLENGE

Is nobody willing to challenge Lee's claim to being football king? This week's challenge has been running for a couple of issues and not one of you have sent in a better score. There are some top prizes on offer for anyone who can beat Lee's score. So get to it, we are fed up of listening to him gloating about the fact that he is unbeatable! Send in proof of your scores to the usual address to help us silence his smugness as it is getting so bad that it is almost unbearable!

**19-0** 0'30.47



## F-ZERO X

### JACK CUP

Mute City: 0'25.108 – John Hunter  
Silence: 0'21.849 – Morten Tronstad  
Sand Ocean: 0'21.677 – John Hunter  
Devils Forest: 0'25.287 – John Hunter  
Big Blue: 0'30.652 – John Hunter  
Port Town: 0'29.255 – Morten Tronstad

### KING CUP

Fire Field: 0'24.809 – Morten Tronstad  
Silence2: 0'30.668 – John Hunter  
Sector Beta: 0'32.038 – John Hunter  
Red Canyon2: 0'30.803 – M Tronstad  
White Land2: 0'22.934 – M Tronstad  
Mute City3: 0'32.486 – M Tronstad

### QUEEN CUP

Sector Alpha: 0'25.622 – John Hunter  
Red Canyon: 0'24.013 – M Tronstad  
Devils Forest 2: 0'27.981 – John Hunter  
Mute City 2: 0'25.446 – John Hunter  
Big Blue 2: 0'20.982 – John Hunter  
White Land: 0'29.530 – John Hunter

### JOKER CUP

Rainbow Road: 0'40.827 – J Hunter  
Devils Forest3: 0'26.155 – J Hunter  
Space Plant: 0'39.143 – J Hunter  
Sand Ocean2: 0'31.285 – J Hunter  
Port Town: 0'37.873 – J Hunter  
Big Hand: 0'45.676 – M Tronstad

## LYLAT WARS

### CORNERIA

Rob Pierce – 275

### METEO

Patrick Pfeffer – 431

### SECTOR Y

Harold Hill – 249

### KATINA

Tim Kliewer – 327

### AQUAS

Daz Kemp – 201

### FORTUNA

Arron Taylor – 87

### BOLSE DEFENCE

Dimitri Jarazraj – 269

### SOLAR

Andrew Robson – 144

### ZONESS

Andrew Robson – 347

### AREA 6

Greg Ihnatenko – 535

### SECTOR X

Patrick Pfeffer – 289

### MACBETH

Daz Kemp – 230

### AREA 6

Greg Ihnatenko – 535

### SECTOR Z

Harold Hill – 119

### TITANIA

Andrew Robson – 264

### VENOM

Harold Hill – 261

### STAR PRIZE!

**MARTIN GREEN**

**RUNNERS UP: DAZ KEMP**

**RICK JONES**

**HAROLD HILL**

**JOE KELLY**

A big well done this month goes to Martin Green for an outstanding performance on V-Rally. The high scores competition has really heated up since the introduction of the new titles and we are struggling to keep up with them all. Gamesplayers are certainly getting better these days.

Send your high scores to: High Scores, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, EX4 4EP.



# TOTAL RECALL

## SCORES ON THE DOORS

90-100%	If you don't buy this then you're mad! Essential.
80-89%	Usually have one or two minor faults. Great if you like the genre!
61-79%	Close, but there is an absence of rolled Columbian tobacco leaves.
41-60%	Don't even go there...not only in times of severe need!
00-40%	Only masochists need apply! Buy a Playstation for games like this!

80-89%



Titles receiving the Total N64 Silver award are of a great quality. However, they might not appeal to everyone.

90-100%



The Total N64 Gold award is reserved only for those titles that you must own. Only true classics need apply!

## 1080° Snowboarding

90%



PUBLISHER NINTENDO  
DEVELOPER NINTENDO  
PRICE £49.99  
GENRE SNOWBOARDING

SAVE RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-2

Developed by Nintendo's Wave Race team, 1080° features gorgeous snow physics, beautiful graphics and perfectly pitched playability. Simply the greatest snowboarding game money can buy.

## CRITICAL MASS

What's it all about? Total N64 presents the full guide to every N64 game ever!

Total Recall is Total N64's exhaustive round-up of every game on the N64. Before you open your wallet to buy a game you **must** consult these holy pages to see whether your money will be well spent or simply wasted...

Our reviewers know a good game when they play one and will steer you well clear of turkeys.

Our ten top 5 charts will also tell you what the greatest games are in every genre, meaning that you need never spend valuable playing time wondering about which game to buy!

We'll also cover other stuff we think is cool from time to time, and you may even find some big-up compo action lurking!

## Aero Gauge

51%

PUBLISHER ASCII  
DEVELOPER LOCOMOTIVE  
PRICE £49.99  
GENRE RACING

SAVE RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-2

This is nothing but a loser's version of Wipeout 64. Avoid like death.

## Airboarder 64

72%

PUBLISHER HUMAN  
DEVELOPER IN-HOUSE  
PRICE £49.99  
GENRE AIRBOARDING

SAVE RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-2

Great ideas inspired by Back To The Future 2, but sadly a little shallow.

## Aerofighters Assault

55%

PUBLISHER VIDEO SYSTEMS  
DEVELOPER PARADIGM  
PRICE £49.99  
GENRE JET DOGFIGHTING

SAVE RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-2

Tries to be *Pilotwings* with weapons, but completely and utterly fails.

## All-Star Baseball '99

82%

PUBLISHER ACCLAIM  
DEVELOPER IGUANA  
PRICE £39.99  
GENRE BASEBALL SIMULATION

SAVE RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-4

Great Baseball game, that is virtually rendered obsolete by its successor.

## All-Star Baseball 2000

89%

PUBLISHER ACCLAIM  
DEVELOPER IGUANA  
PRICE £39.99  
GENRE BASEBALL

SAVE RUMBLE PAK YES  
EXPANSION PAK YES  
PLAYERS 1-4

The most playable and realistic Baseball sim anywhere on this planet.

## All-Star Tennis '99

79%

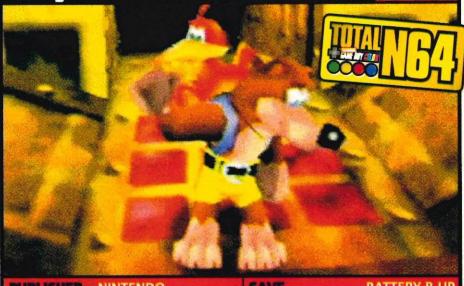
PUBLISHER UBISOFT  
DEVELOPER UBISOFT  
PRICE £49.99  
GENRE ARCADE TENNIS

SAVE RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-4

Novel ideas fail to elevate this game above it's stature as a Tennis sim.

## Banjo-Kazooie

93%



PUBLISHER NINTENDO  
DEVELOPER RARE  
PRICE £49.99  
GENRE PLATFORM ADVENTURE

SAVE BATTERY B-UP YES  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1

Is this game better than Mario 64 or not? It's a tough one, that's for sure. Sublime graphical landscapes are spread out before your bird/bear combo and they are just begging to be fully explored!

## Battletanx

80%

PUBLISHER 3DO  
DEVELOPER PSYCLONE  
PRICE £49.99  
GENRE SHOOT 'EM-UP

SAVE MEMORY PAK YES  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-4

An uninspiring one-player adventure with some super multiplayer fun.

## Beetle Adventure Racing

92%

PUBLISHER EA  
DEVELOPER PARADIGM  
PRICE £39.99  
GENRE RACING

SAVE MEMORY PAK YES  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-4

The best arcade racer on the N64 so far. Ignore what lesser mags tell you.

## Bio-Freaks

78%

PUBLISHER MIDWAY  
DEVELOPER SAPPHIRE  
PRICE £49.99  
GENRE BEAT 'EM-UP

SAVE MEMORY PAK YES  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-2

Great ideas and loads of gore let down by some poor execution.

## Blast Corps

85%

PUBLISHER NINTENDO  
DEVELOPER RARE  
PRICE £29.99  
GENRE DESTROY!

SAVE MEMORY PAK NO  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1

It's a puzzler! It's a destruction sim! It's a damn fine title from Rare!

## Body Harvest

90%

PUBLISHER GREMLIN  
DEVELOPER DMA DESIGN  
PRICE £29.99  
GENRE EVERYTHING!

SAVE MEMORY PAK YES  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1

Tired looking but action-packed blaster with a huge range of vehicles!

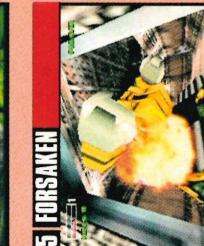
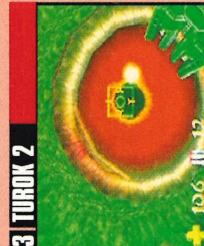
## Bomberman 64

65%

PUBLISHER NINTENDO  
DEVELOPER HUDSON  
PRICE £49.99  
GENRE PLATFORMER

SAVE MEMORY PAK NO  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-4

Hudson try to make Bomberman the new platform hero, and fail badly!

**BEST SHOOT 'EM-UPS****Bomberman Hero**

71%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	HUDSON	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1-2

Hudson try to beat Mario 64 again. Not surprisingly, they fail. Again.

**Buck Bumble**

85%

PUBLISHER	UBI SOFT	SAVE	MEMORY PAK
DEVELOPER	ARGONAUT	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-2

Great shoot 'em-up let down by poor graphics and some hideous fog.

**Bust-A-Move 2**

61%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	TAITO	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-4

Fire multi-coloured balls at more balls to make balls disappear.

**Bust-A-Move 3**

70%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	TAITO	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-4

A fine game certainly, but it's not really pushing your N64's capabilities.

**California Speed**

41%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	ATARI	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

A poor arcade racer? On the N64? Who'd ever have thought it?

**Castlevania**

87%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO

GENRE	3D ADVENTURE	PLAYERS	1
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Castlevania has its faults, but it possesses a unique charm that will pull you back again and again. Great looking, great sounding and great to play with a brooding atmosphere throughout. Fangtastic!

**Chameleon Twist**

40%

PUBLISHER	INFOGRAPHES	SAVE	MEMORY PAK
DEVELOPER	SUNSOFT	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO

GENRE PLATFOR

MER

A guy with a long tongue embarks upon an adventure - unfortunately.

**Chameleon Twist 2**

33%

PUBLISHER	JAPAN SUPPLY SYSTEM	SAVE	BATTERY B-UP
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO

GENRE PLATFOR

MER

Bloody horrific platform game. Really, really bad. I wouldn't wish yours...

**Dezaemon 3D**

52%

PUBLISHER	ATHENA	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO

GENRE SHOOT 'EM-UP CREATOR

PLAYERS 1

Fantastic shoot 'em-up creating ideas crying out for a PAL translation.

**Bomberman Hero**

71%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	HUDSON	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO

Hudson try to beat Mario 64 again. Not surprisingly, they fail. Again.

**Buck Bumble**

85%

PUBLISHER	UBI SOFT	SAVE	MEMORY PAK
DEVELOPER	ARGONAUT	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO

Great shoot 'em-up let down by poor graphics and some hideous fog.

**Bust-A-Move 2**

61%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	TAITO	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO

Fire multi-coloured balls at more balls to make balls disappear.

**Bust-A-Move 3**

70%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	TAITO	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO

A fine game certainly, but it's not really pushing your N64's capabilities.

**California Speed**

41%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	ATARI	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO

A poor arcade racer? On the N64? Who'd ever have thought it?

**Castlevania**

87%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO

GENRE	3D ADVENTURE	PLAYERS	1
-------	--------------	---------	---

Castlevania has its faults, but it possesses a unique charm that will pull you back again and again. Great looking, great sounding and great to play with a brooding atmosphere throughout. Fangtastic!

**Chameleon Twist**

40%

PUBLISHER	INFOGRAPHES	SAVE	MEMORY PAK
DEVELOPER	SUNSOFT	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO

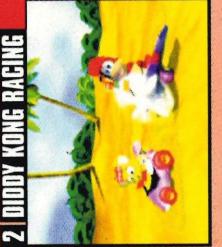
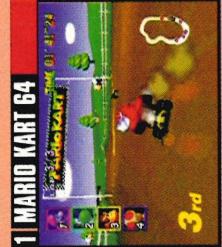
GENRE PLATFOR

MER

A guy with a long tongue embarks upon an adventure - unfortunately.



## BEST RACING GAMES



## Extreme-G

£ 74%

PUBLISHER	Hudson	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Poor early attempt at creating a Wipeout beater for the N64.

## Extreme-G2

£ 80%

PUBLISHER	ACCLAIM	SAVE	BATTERY B-UP
DEVELOPER	PROBE	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Very fast and gorgeous looking but ultimately flawed in many ways.

## F-1 World Grand Prix

£ 90%

PUBLISHER	VIDEO SYSTEMS	SAVE	MEMORY PAK
DEVELOPER	PARADIGM	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	F1 SIMULATION	PLAYERS	1-2

A superb F1 simulation that stands head and shoulders above the pack.

## FIFA 64

£ 85%

PUBLISHER	ELECTRONIC ARTS	SAVE	MEMORY PAK
DEVELOPER	ELECTRONIC ARTS	RUMBLE PAK	NO
PRICE	£29.99	EXPANSION PAK	NO
GENRE	FOOTBALL SIMULATION	PLAYERS	1-4

A great footie game that is now firmly eclipsed by Fifa '99 and ISS '98.

## Fifa: RTTWC '98

£ 75%

PUBLISHER	ELECTRONIC ARTS	SAVE	MEMORY PAK
DEVELOPER	ELECTRONIC ARTS	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	FOOTBALL SIMULATION	PLAYERS	1-4

Offered nothing new and showed signs that the series was weakening.

## FIFA '99

£ 94%

PUBLISHER	EA SPORTS	SAVE	MEMORY PAK
DEVELOPER	EA SPORTS	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	FOOTBALL SIMULATION	PLAYERS	1-4

We reckon that this is the greatest football game ever, only just edging past ISS '98. Amazing graphics and animation and spot-on playability make this THE game to beat for Konami.

## Fighters Destiny

£ 84%

PUBLISHER	INFOGRAMES	SAVE	MEMORY PAK
DEVELOPER	IMAGINEER	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

An interesting fighting system that does not quite match up to Tekken.

## Forsaken

£ 91%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£59.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-4

Seriously sickening shooter with 360° movement and some great choons.

## Wipeout 64

£ 14.99

£ 19.99

£ 24.99

£ 29.99

£ 34.99

£ 39.99

£ 44.99

£ 49.99

£ 54.99

£ 59.99

£ 64.99

£ 69.99

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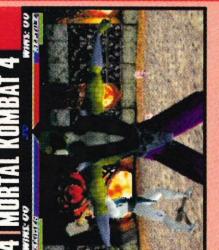
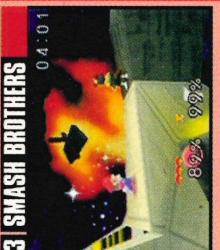
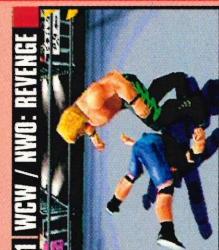
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## BEST BEAT 'EM-UPS



## Hexen 64

53%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	SOFTWARE CREATIONS	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1-4

This game is very, very bad. It's almost as if someone put a hex on it!

## Hiryu Stadium

70%

PUBLISHER	CULTURE BRAIN	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

Decent enough fighter, but wait for the UK release of Flying Dragon.

## Holy Magic Century

65%

PUBLISHER	THQ	SAVE	MEMORY PAK
DEVELOPER	IMAGINEER	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RPG ADVENTURE	PLAYERS	1

This is not anything resembling a worthy substitute for the mighty Z!

## Iggy's Reckin' Balls

80%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	INSANE RACER	PLAYERS	1-4

Interesting and innovative ball-based wacky races. Great fun with mates.

## ISS 64

90%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	NO
PRICE	£34.99	EXPANSION PAK	NO
GENRE	ARCADE FOOTBALL	PLAYERS	1-4

Dated, but still great. Firmly bettered by its own sequel and Fifa '99...

## CHOICE CUTS

## "I AM THE LORD OF THE DANCE" SAID HE!



YAHOO!!



In Goron City in The Legend Of Zelda: Ocarina Of Time, lies one of the funniest, most unexpected moments in gaming history. After finding his way into Darunia's chamber, Link finds himself dwarfed by a horrible-looking scaly troll, with a face like thunder and fists that are quite capable of seriously damaging your 'elf (chortle).

A quick blast through "Saria's Song" however, causes the Goron Chief to break out into a hilarious dance routine, complete with razor-sharp, Goron yoof catchphrases, stunningly light-footed manoeuvres and the funniest facial expressions this side of Jim Carrey. How we laughed.

## Knife Edge: Nose Gunner

49%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	KEMCO	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1-4

Really bad shoot'em-up that tries to take on the likes of Time Crisis.

## Lamborghini Automobili

72%

PUBLISHER	TITUS	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Yet another below par N64 arcade racing title. Ridge Racer's coming!

## Lode Runner

80%

PUBLISHER	INFOGRAPHICS	SAVE	MEMORY PAK
DEVELOPER	BIG BANG	RUMBLE PAK	NO
PRICE	£44.99	EXPANSION PAK	NO
GENRE	PUZZLER	PLAYERS	1

Looks like a dog, plays like a dream. Puzzler with loads of challenge.

## Lylat Wars

91%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	NINTENDO	RUMBLE PAK	YES
PRICE	£59.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1-4

Still the greatest free-flying shoot 'em-up that moolah can buy.

## Madden 64

87%

PUBLISHER	EA SPORTS	SAVE	MEMORY PAK
DEVELOPER	EA SPORTS	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	AMERICAN FOOTBALL	PLAYERS	1-2

It's American Football! It's quite good! We don't care! Leave us alone!

## Magical Disney Tetris

59%

PUBLISHER	CAPCOM	SAVE	NO
DEVELOPER	CAPCOM	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	TETRIS	PLAYERS	1-2

Not even the magic of Disney can save this painfully average release.

## Mario Kart 64

93%

PUBLISHER	NINTENDO	SAVE	NO
DEVELOPER	NINTENDO	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

As good as the old N64 game, at least - despite what rose-tinted spectacles people will tell you. Superb in one player mode, and almost unbeatable for an evening in with three buddies.

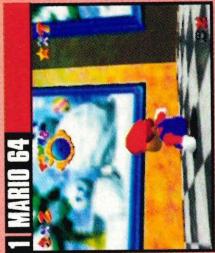
## Mario Party

92%

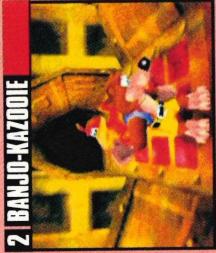
PUBLISHER	THE	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO / HUDSON	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BOARD GAME	PLAYERS	1-4

Absolutely superb multiplayer fun with Mario, Donkey Kong and chums!

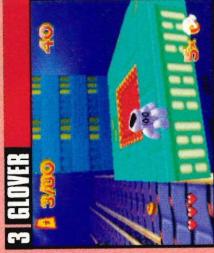
## BEST PLATFORMERS



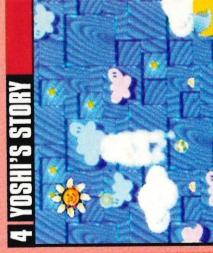
1 MARIO 64



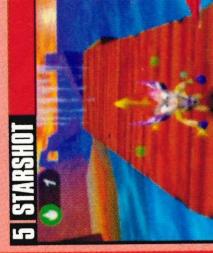
2 BANJO-KAZOOIE



3 GLOVER



4 YOSHI'S STORY

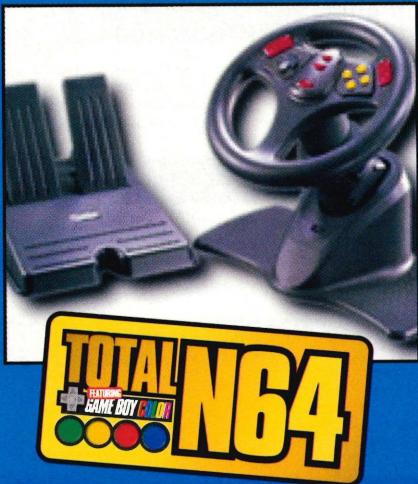


5 STARSHOT

## PERIPHERAL VISION

## V3 STEERING WHEEL WITH TREMOR

MADE BY: INTERACT | PRICE: £TBA



What a wheel! Interact's V3 Steering Wheel is a sturdy, sizeable piece of kit, and its comfort is assured by the fact that you can lock different moving parts of it into place.

It has all the necessary features and buttons, and importantly, a feature which allows you to adjust the sensitivity of the wheel to your own preference. You can store your own setting in the memory, and add a memory card for those all important game saves. It has fantastic foot pedals, works great with every driving game we tried it with, and it even has a great rumble feature - an added bonus for all you young ladies.

**Overall Verdict:** Put simply, the best steering wheel on the market.

Micro Machines 64 Turbo  91%

PUBLISHER: CODEMASTER | DEVELOPER: CODEMASTER | PRICE: £49.99 | GENRE: RACING

SAVE: RUMBLE PAK: NO | EXPANSION PAK: NO | PLAYERS: 1-8

It's hard to describe the charm of Micro Machines to the uninitiated. It doesn't look great, it doesn't sound great, but it is the microchip embodiment of the perennial reviewer's term "playability".

Mike Piazza's Strikezone  32%

PUBLISHER: GTI | DEVELOPER: DEVIL'S THUMB | PRICE: AROUND £50 | GENRE: BASEBALL SIM

SAVE: RUMBLE PAK: NO | EXPANSION PAK: NO | PLAYERS: 1-4

Next time I see a crummy Baseball game I'm gonna whup its scrawny ass!

Mischief Makers  69%

PUBLISHER: ENIX | DEVELOPER: TREASURE | PRICE: £29.99 | GENRE: PLATFORMER

SAVE: RUMBLE PAK: NO | EXPANSION PAK: NO | PLAYERS: 1

Enix? Weren't you once masters of the RPG genre. How you've fallen...

Mission: Impossible  65%

PUBLISHER: INFOGRAPHICS | DEVELOPER: INFOGRAPHICS | PRICE: £39.99 | GENRE: SPY-SIMULATION

SAVE: RUMBLE PAK: YES | EXPANSION PAK: NO | PLAYERS: 1

Not "better than Goldeneye" as one of our rivals said. Absolutely not.

MK: Mythologies  19%

PUBLISHER: GTI | DEVELOPER: MIDWAY | PRICE: £54.99 | GENRE: BEAT 'EM-UP

SAVE: RUMBLE PAK: NO | EXPANSION PAK: NO | PLAYERS: 1

If you can find a worse game than this then we'd like to hear about it.

Mortal Kombat Trilogy  60%

PUBLISHER: GTI | DEVELOPER: MIDWAY | PRICE: £49.99 | GENRE: BEAT 'EM-UP

SAVE: RUMBLE PAK: NO | EXPANSION PAK: NO | PLAYERS: 1-8

Like playing Mortal Kombat on the SNES, but paying more for it.

Mortal Kombat 4  86%

PUBLISHER: MIDWAY | DEVELOPER: EUROCOM | PRICE: £39.99 | GENRE: BEAT 'EM-UP

SAVE: RUMBLE PAK: NO | EXPANSION PAK: NO | PLAYERS: 1-2

One of the best beat 'em-ups on the N64. Loads of moves and gory gore!

MRC Racing  75%

PUBLISHER: INFOGRAPHICS | DEVELOPER: IMAGINEER | PRICE: £49.99 | GENRE: RACING

SAVE: RUMBLE PAK: YES | EXPANSION PAK: NO | PLAYERS: 1-2

Not actually that bad, but then, not actually that good either.

Mystical Ninja 64  83%

PUBLISHER: KONAMI | DEVELOPER: KONAMI | PRICE: £49.99 | GENRE: RPG / ADVENTURE

SAVE: RUMBLE PAK: NO | EXPANSION PAK: NO | PLAYERS: 1

Great little adventure starring the eponymous blue-haired ninja hero.

Nagano Winter Olympics  70%

PUBLISHER: KONAMI | DEVELOPER: KONAMI | PRICE: £59.99 | GENRE: SPORTS SIMULATION

SAVE: RUMBLE PAK: NO | EXPANSION PAK: NO | PLAYERS: 1-4

Like Eddie "The Eagle" Edwards, it's funny, but won't get a medal.

NASCAR '99  63%

PUBLISHER: ELECTRONIC ARTS | DEVELOPER: ELECTRONIC ARTS | PRICE: £49.99 | GENRE: DRIVING

SAVE: RUMBLE PAK: YES | EXPANSION PAK: NO | PLAYERS: 1-2

Round and round and round and round and round and round and...

NBA Courtside  84%

PUBLISHER: NINTENDO | DEVELOPER: LEFTFIELD | PRICE: £39.99 | GENRE: BASKETBALL SIM

SAVE: RUMBLE PAK: YES | EXPANSION PAK: NO | PLAYERS: 1-4

One of the best basketball games for your N64. It's still basketball though.

NBA Hang Time  74%

PUBLISHER: GTI | DEVELOPER: IN-HOUSE | PRICE: £49.99 | GENRE: BASKETBALL SIM

SAVE: RUMBLE PAK: NO | EXPANSION PAK: NO | PLAYERS: 1-4

I really wish that the NBA would do time, and leave us alone. Go away.

NBA Jam '99  71%

PUBLISHER: ACCLAIM | DEVELOPER: IGUANA | PRICE: £44.99 | GENRE: BASKETBALL SIM

SAVE: RUMBLE PAK: NO | EXPANSION PAK: NO | PLAYERS: 1-4

How many more lines of text do I have to write about second-rate,...

NBA Live '99  79%

PUBLISHER: ELECTRONIC ARTS | DEVELOPER: ELECTRONIC ARTS | PRICE: £49.99 | GENRE: BASKETBALL SIM

SAVE: RUMBLE PAK: YES | EXPANSION PAK: NO | PLAYERS: 1-4

...American Basketball games. Why won't you just all go away and...

NBA Pro '98  80%

PUBLISHER: KONAMI | DEVELOPER: KONAMI | PRICE: £49.99 | GENRE: BASKETBALL SIM

SAVE: RUMBLE PAK: NO | EXPANSION PAK: NO | PLAYERS: 1-4

...make some games that someone in the UK is at all interested in.

NFL Blitz  87%

PUBLISHER: MIDWAY | DEVELOPER: MIDWAY | PRICE: £49.99 | GENRE: ARCADE US FOOTY

SAVE: RUMBLE PAK: YES | EXPANSION PAK: NO | PLAYERS: 1-2

Brilliant fun even if you hate American football. Violent gridiron action.

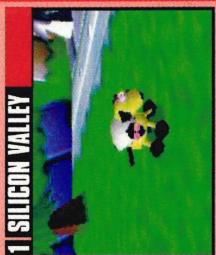
NFL Quarterback Club '98  85%

PUBLISHER: ACCLAIM | DEVELOPER: IGUANA | PRICE: £49.99 | GENRE: AMERICAN FOOTY SIM

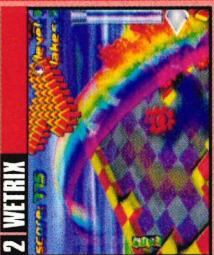
SAVE: RUMBLE PAK: YES | EXPANSION PAK: NO | PLAYERS: 1-2

A great game, but like most in its genre it is surpassed by its successor.

## RFST PUZZLERS



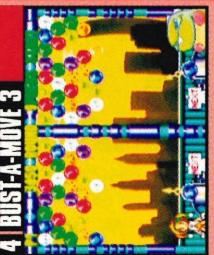
1 | SILICON VALLEY



2 | WETRIX



3 | TSUNAMI



4 | BUST-A-MOVE 3



5 | TETRISPHERE

## NFL Quarterback Club '99 89%

PUBLISHER ACCLAIM  
DEVELOPER IGUANA  
PRICE £39.99  
GENRE AMERICAN FOOTY SIM

SAVE MEMORY PAK  
RUMBLE PAK YES  
EXPANSION PAK YES  
PLAYERS 1-4

The best American football simulation on God's green Earth. Hut!

## NHL '99 79%

PUBLISHER ELECTRONIC ARTS  
DEVELOPER ELECTRONIC ARTS  
PRICE £39.99  
GENRE ICE-HOCKEY SIM

SAVE MEMORY PAK  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-4

Just about as good a hockey game as you're ever going to get. Well, now.

## NHL Breakaway '98 62%

PUBLISHER ACCLAIM  
DEVELOPER IGUANA  
PRICE £49.99  
GENRE ICE-HOCKEY SIM

SAVE BATTERY B-UP  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1

We reckon that ice-skating is for ponces anyway...and hockey's for girls.

## NHL Breakaway '99 68%

PUBLISHER ACCLAIM  
DEVELOPER IGUANA  
PRICE £39.99  
GENRE ICE-HOCKEY SIM

SAVE BATTERY B-UP  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1

The same as Breakaway '98...but with a slightly different title. Cunning.

## Nightmare Creatures 59%

PUBLISHER ACTIVISION  
DEVELOPER KALISTO  
PRICE AROUND £50  
GENRE ADVENTURE

SAVE MEMORY PAK  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1

Second-rate Playstation conversion that shows how good we've got it.

## Offroad Challenge 29%

PUBLISHER GTI  
DEVELOPER MIDWAY  
PRICE £49.99  
GENRE RACING

SAVE MEMORY PAK  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-2

We don't really think that Offroad Challenge is a great game - we are not that stupid! If you are reading this and fancy a prize then send us a postcard to: I Am Not Stupid Either Compo (usual address).

## Olympic Hockey 80%

PUBLISHER GTI  
DEVELOPER MIDWAY  
PRICE £49.99  
GENRE HOCKEY SIMULATION

SAVE MEMORY PAK  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-4

Five coloured rings do not prevent this from being a hockey game.

## Penny Racers 80%

PUBLISHER THQ  
DEVELOPER TAKARA  
PRICE £49.99  
GENRE RACING

SAVE MEMORY PAK  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-4

Not Mario Kart 64 but a great little racer with a superb track editor.

## Pilotwings 64 90%

PUBLISHER NINTENDO  
DEVELOPER PARADIGM  
PRICE £39.99  
GENRE FLYING SIMULATION

TIME 00'02"47

Just about as good a flying game as you're ever going to get. Well, now.

BATTERY B-UP  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1

A beautiful and serene way to spend lazy Sunday afternoons, catching hot air currents in a variety of avian vehicles. Not for those with short-attention spans or a fear of flying. A truly sublime experience.

## Quake 75%

PUBLISHER GTI  
DEVELOPER MIDWAY  
PRICE £49.99  
GENRE FIRST-PERSON SHOOTER

SAVE BATTERY B-UP  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-2

A bit of a disappointment compared to the stunning PC title.

## Racing Simulation: MGP 89%

PUBLISHER UBISOFT  
DEVELOPER IN-HOUSE  
PRICE £44.99  
GENRE GRAND PRIX

SAVE MEMORY PAK  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-2

Not quite up to the standard of F1 World Grand Prix, but nearly...

## VOUCHER AND COMPETITION

EXCLUSIVE ££££S OFF VOUCHER AND COMPO!  
Win Wild Things Mirage Pads, or buy them at a discount!

Those wonderful people at Wild Things have given us three Mirage Pads to give out to lucky readers! You may remember we reviewed the Mirage Pad in issue 24 and said it was "excellent". All you have

to do is answer...er, we can't be bothered to come up with a question, so send your name and address on the back of a postcard to Mirage Pad Compo, Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP. The first three we pull out of a hat will win the pads!

On the other hand, you could just utilise the voucher, guaranteeing you a saving of £3 of a Mirage Pad! That'll pay for three quarters of your next issue of Total N64!

## Wild Things Money Off Voucher

Please send me:

Colour:

Normal Price £: Offer Price £:

N64 Mirage Pad

Clear  Metallic Gold

£17.99

Quantity:.....

Translucent Blue  Black Ice

£14.99

I enclose a cheque made payable to: Wild Things for £

Visa / Delta / Mastercard / Switch - please circle which card.

Card No. .... Expiry date. ....

Issue No. (Switch only)

Name.....

Post and packaging is FREE

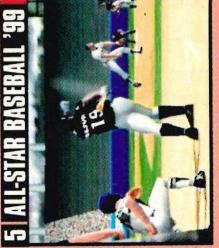
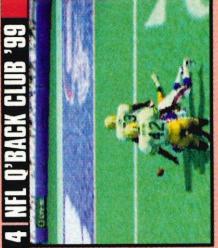
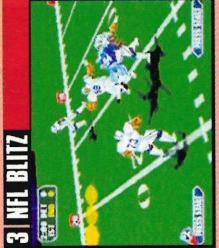
Address.....

Please post completed voucher and payment to:

Wild Things, 51 Mill Road, Lisvane, Cardiff, CF4 5XJ. Enquiries tel: 01222 755774

Thank you for your order. Please note this voucher is valid until 31st July 1999.

## BEST SPORTS GAMES



## Rakuga Kids

70%

PUBLISHER	KONAMI	SAVE	MEMORY PAK
DEVELOPER	KONAMI	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-2

Dodgy Konami beat 'em-up that tries to be a Street Fighter for kids.

## Rampage: World Tour

52%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	MIDWAY	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO
GENRE	DESTROY!	PLAYERS	1-3

Once this was a classy title. Now it's a mess, face-down in the car-park.

## Robotron 64

53%

PUBLISHER	GTI	SAVE	MEMORY PAK
DEVELOPER	CRAVE ENTERTAINMENT	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1

Ain't retro great? No, not at all, so go away and dwell in the past, fiend!

## Rush 2

77%

PUBLISHER	MIDWAY	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

Better than its predecessor, and an alright arcade style racing game.

## San Francisco Rush

76%

PUBLISHER	MIDWAY	SAVE	NO
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	£49.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-2

Superceded by its sequel, but not much. Slightly dodgy arcade action.

## S.C.A.R.S.

84%

PUBLISHER	UBISOFT	SAVE	MEMORY PAK
DEVELOPER	VIVID IMAGE	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	NO
GENRE	RACING	PLAYERS	1-4

Like a Mario Kart for grown-ups, it's a great game but has some flaws.

## Shadows Of The Empire

80%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	LUCASARTS	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	STAR WARS SHOOTER	PLAYERS	1-4

Underrated and not bad meshing of genres in the Star Wars universe.

## Silicon Valley

90%

PUBLISHER	TAKE 2	SAVE	BATTERY B-UP
DEVELOPER	DMA	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PUZZLE / PLATFORM	PLAYERS	1

This is an innovative and often hilarious title that oozes playability and charm. Inhabit the bodies of a host of animals to solve a selection of fiendish puzzles on a doomed space station orbiting Earth.

## ORIGINAL CLASSICS

## FORSAKEN



best lighting effects to be found on an N64 game. Maybe the groovy tunes did it, perhaps they weren't plinky-plonky enough? Then there's the game itself- was it too hard for you, too much of a challenge perhaps? Maybe you wanted a game that you could finish in under a day? We reckon that the ultra smooth and jaw-droppingly fast four-player deathmatch sealed Forsaken's fate... It was too good for you all!

It may have a slightly difficult interface to get to grips with (but you'll get the hang of it-it's not that tough!) and the multiplayer modes might not be as chummy as Goldeneye's. However, Forsaken offers so much that it seems ironic that such a great game has become forsaken.



Given that the N64 is purpose-built to create fantastically realistic-looking 3D environments, it looked like Forsaken would be a dead cert. Forsaken should have sold by the bucket-load on kudos alone. But it didn't, and a wealth of good review scores didn't seem to help either.

What went wrong? Well this is a tricky one, perhaps the price put punters off- originally retailing at £54.99 perhaps it seemed a tad steep in comparison to a whole batch of other games that were beginning to slope towards the £39.99 price tag. However, that can't have been the only reason can it? We have been scratching our heads as to why Forsaken is not considered to be a best-seller (if not a masterpiece) on the N64 and we are at a loss. Was it the fantastic graphics that offended people? Perhaps it was that the game had some of the

## Smash Brothers

89%

PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	HAL	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	BEAT 'EM-UP	PLAYERS	1-4

Great Nintendo beat 'em-up that is crying out for a PAL release soon!

## Snowboard Kids

80%

PUBLISHER	NINTENDO	SAVE	MEMORY PAK
DEVELOPER	ATLUS	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	SNOWBOARDING	PLAYERS	1-4

Like Mario Kart on the piste, but nowhere near as good as 1080°!

## Snobo Kids 2

87%

PUBLISHER	ATLUS	SAVE	MEMORY PAK
DEVELOPER	RACDYM	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	SNOWBOARDING	PLAYERS	1-4

Similar to the prequel, but much better with some great tracks.

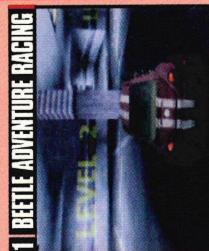
## South Park

69%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	YES
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1-4

Really bad game from a really good license. Avoid like Vanesa Feltz.

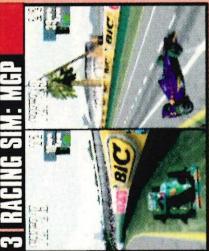
# BEST DRIVING GAMES



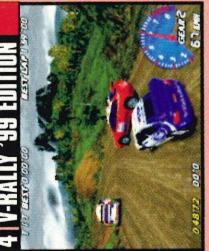
1 BEETLE ADVENTURE RACING



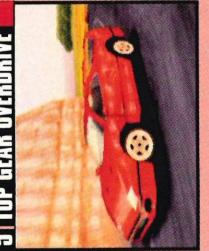
2 F1 WORLD GRAND PRIX



3 RACING SIM: MGP



4 V-RALLY '99 EDITION



5 TOP GEAR OVERDRIVE

## Starshot

80%

PUBLISHER	INFOGRAPHICS	SAVE	MEMORY PAK
DEVELOPER	INFOGRAPHICS	RUMBLE PAK	NO
PRICE	£54.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1

Charming platformer that unfortunately has some major flaws.

## Star Wars: Rogue Squadron

92%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	LUCASARTS	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	YES
GENRE	SHOOT 'EM-UP	PLAYERS	1

A truly stunning Star Wars shoot 'em-up which eschews Lylat Wars-style frantic blasting action in favour of a more tactical and realistic (?) approach. An absolute must for Star Wars fans. Oh, that's all of you...

## Super Mario 64

95%



PUBLISHER	NINTENDO	SAVE	BATTERY B-UP
DEVELOPER	NINTENDO	RUMBLE PAK	NO
PRICE	£49.99	EXPANSION PAK	NO
GENRE	PLATFORMER	PLAYERS	1

Super Mario 64 is possibly the absolute pinnacle of videogame mountain. A stunning adventure from start to finish which provides surprises all the way and impresses constantly despite its age.

## Tetrisphere

79%

PUBLISHER	NINTENDO	SAVE	NO
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	£29.99	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-2

An interesting and difficult puzzle game that doesn't re-define the genre.

## Top Gear Overdrive

85%

PUBLISHER	KEMCO	SAVE	MEMORY PAK
DEVELOPER	SNOBLIND	RUMBLE PAK	YES
PRICE	£44.99	EXPANSION PAK	YES
GENRE	RACER	PLAYERS	1-4

Similar racer to Beetle Adventure Racing, but nowhere near as good.

## Top Gear Rally

83%

PUBLISHER	KEMCO	SAVE	MEMORY PAK
DEVELOPER	BOSS	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	NO
GENRE	DRIVING	PLAYERS	1-2

Great rally game that is let down by an absence of levels. Check it out.

## Triple Play 2000

79%

PUBLISHER	EA SPORTS	SAVE	MEMORY PAK
DEVELOPER	IN-HOUSE	RUMBLE PAK	YES
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	BASEBALL	PLAYERS	1-2

Decent enough baseball simulation, but not as good as ASB 2000.

## Tsunami

81%

PUBLISHER	KONAMI	SAVE	NO
DEVELOPER	IN-HOUSE	RUMBLE PAK	NO
PRICE	AROUND £50	EXPANSION PAK	NO
GENRE	PUZZLE	PLAYERS	1-4

Brilliant puyo puyo style puzzler that is brimming with madcap nip jokes.

## Turok: Dinosaur Hunter

83%

PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	NO
PRICE	£39.99	EXPANSION PAK	NO
GENRE	SHOOT 'EM-UP	PLAYERS	1

A little dated now, but a top-notch shooter in its own right.

## Turok 2: Seeds Of Evil

92%



PUBLISHER	ACCLAIM	SAVE	MEMORY PAK
DEVELOPER	IGUANA	RUMBLE PAK	YES
PRICE	£39.99	EXPANSION PAK	YES
GENRE	FIRST-PERSON SHOOTER	PLAYERS	1-4

Not as good as *Goldeneye*, but it's a significantly different game and the leader in its field. Stunning hi-res graphics and an olympic swimming pool filled with blood make this a must-have title.

## COMPETITION

# BUCK BUMBLE GEAR!

WIN!



We reckon *Buck Bumble* is cool, and if any of you still haven't bought it you should seriously consider checking it out for some top-notch blasting action! We've got some great Buck bags and T-Shirts to give away to lucky readers, and all you have to do is answer the following question:

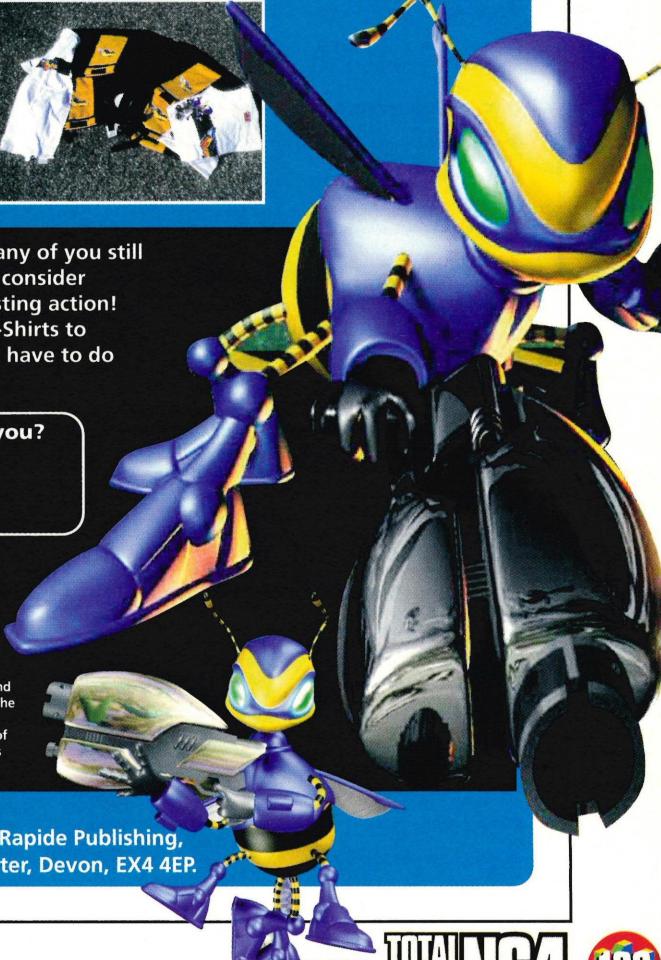
### What do you do if a bee stings you?

- A. Scream
- B. Shout 'You little f\*\*ker!'
- C. Both of the above

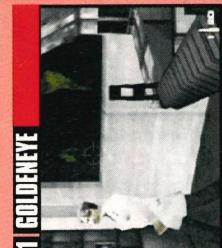
Please read the following carefully: By entering the competition you are agreeing to be bound by the following terms and conditions: this competition is open to all residents in the UK, except for employees of Rapide Publishing, their immediate family and anyone connected with the implementation of the promotion. No responsibility will be excepted for entries lost or damaged in the post or insufficiently pre-stamped. Proof of posting will not be accepted as proof of delivery. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges will be final and binding and no correspondence will be entered into. The closing date for receipt of entries is 24th June 1999 and the winner will be sent their prize as soon as possible after this date.

### Send your answers on a postcard to:

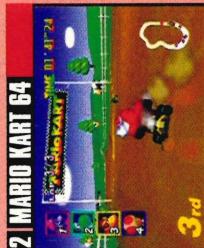
Bickety Buck Bumble Compo! Total N64, Rapide Publishing, 1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.



## BEST MULTIPLAYER



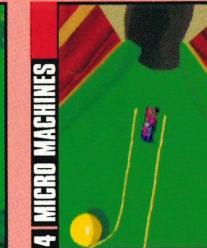
1 GOLDENEYE



2 MARIO KART 64



3 MARIO PARTY



4 MICRO MACHINES



5 WCW / NWO REVENGE

Twisted Edge: Snowboarding **65%**

PUBLISHER KEMCO  
DEVELOPER BOSS GAME STUDIOS  
PRICE £39.99  
GENRE SNOWBOARDING

SAVE NO  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1

Tries to beat 1080° at its own game. Ooops, this is a very bad idea.

V-Rally '99 Edition **86%**

PUBLISHER INFOGRAPHICS  
DEVELOPER EDEN  
PRICE £39.99  
GENRE DRIVING

SAVE BATTERY B-UP  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1

This is not as playable as the Playstation version, but good fun anyway!

Vigilante 8 **85%**

PUBLISHER ACTIVISION  
DEVELOPER LUXOFUX  
PRICE £39.99  
GENRE RACING / SHOOTING

SAVE MEMORY PAK  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-4

Great car-based shoot 'em-up with seventies cool stamped all over it.

Virtual Chess **65%**

PUBLISHER TITUS  
DEVELOPER IN-HOUSE  
PRICE £49.99  
GENRE CHESS SIMULATION

SAVE MEMORY PAK  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-4

Buy a chess board, get a friend and do it properly. Or get Zelda...

VR Pool 64 **84%**

PUBLISHER INTERPLAY  
DEVELOPER CELERIS  
PRICE £49.99  
GENRE POOL SIMULATION

SAVE MEMORY PAK  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-2

A little pointless maybe, but the best pool simulation you'll find anywhere.

Waialae Golf **65%**

PUBLISHER NINTENDO  
DEVELOPER IN-HOUSE  
PRICE £39.99  
GENRE GOLF SIMULATION

SAVE MEMORY PAK  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-4

A good enough representation of the sport, but who gives a damn?

War Gods **65%**

PUBLISHER GTI  
DEVELOPER MIDWAY  
PRICE £54.99  
GENRE GOLF SIMULATION

SAVE MEMORY PAK  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-4

Yet another N64 neat 'em-up that needs to be thrown on the pile.

Wave Race 64 **89%**

PUBLISHER NINTENDO  
DEVELOPER NINTENDO  
PRICE £39.99  
GENRE JET SKI RACER

SAVE BATTERY B-UP  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-2

Stunning Jetski game that plays like a water-based 1080° Snowboarding.

Wayne Gretzki's 3D Hockey **81%**

PUBLISHER NINTENDO  
DEVELOPER NINTENDO  
PRICE £49.99  
GENRE HOCKEY SIMULATION

SAVE MEMORY PAK  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-4

Hey Canadians, your country's inhabited by mooses and it's too cold.

W Gretzki's 3D Hockey '98 **82%**

PUBLISHER NINTENDO  
DEVELOPER NINTENDO  
PRICE £44.99  
GENRE HOCKEY SIMULATION

SAVE MEMORY PAK  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-4

And you gave us grief-monger Alanis Morissette too. Thanks a lot.

WCW Nitro **39%**

PUBLISHER THQ  
DEVELOPER IN-HOUSE  
PRICE AROUND £50  
GENRE WRESTLING

SAVE MEMORY PAK  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-4

Extremely poor follow-up to WCW vs NWO Revenge. Extremely poor...

WCW Vs NWO: World Tour **86%**

PUBLISHER THQ  
DEVELOPER ASMIK  
PRICE £54.99  
GENRE WRESTLING

SAVE MEMORY PAK  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-4

Proficient wrestling sim that now looks dated compared to its sequel.

WCW Vs NWO: Revenge **91%**

PUBLISHER THQ  
DEVELOPER ASMIK  
PRICE £39.99  
GENRE WRESTLING

SAVE MEMORY PAK  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-4

Simply the best wrestling game that you can own, better than Warzone.

Wetrix **83%**

PUBLISHER INFOGRAPHICS  
DEVELOPER ZED TWO  
PRICE £39.99  
GENRE PUZZLE

SAVE MEMORY PAK  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-2

If you like puzzlers you won't go wrong with this watery tetris variation.

Wipeout 64 **93%**

PUBLISHER MIDWAY  
DEVELOPER PSYGNOSIS  
PRICE £44.99  
GENRE RACING

SAVE MEMORY PAK  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-4

Ignore what jealous Playstation boys tell you, this is THE definitive version of Wipeout, and it's probably better than F-Zero X too. Great graphics, speed and a perfectly judged challenge for all players.

World Cup '98 **86%**

PUBLISHER EA SPORTS  
DEVELOPER EA SPORTS  
PRICE £39.99  
GENRE FOOTBALL SIMULATION

SAVE MEMORY PAK  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1-2

Not bad, but there are a couple of far better football titles out there.

WWF Warzone **90%**

PUBLISHER ACCLAIM  
DEVELOPER IGUANA  
PRICE £49.99  
GENRE WRESTLING

SAVE MEMORY PAK  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1-4

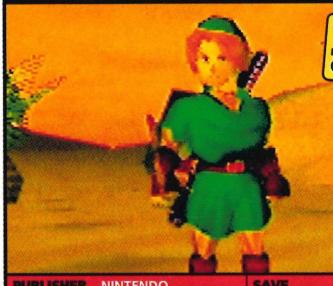
Great looking and hilarious beat 'em-up with all the big WWF stars.

Yoshi's Story **84%**

PUBLISHER NINTENDO  
DEVELOPER NINTENDO  
PRICE £39.99  
GENRE PLATFOR

SAVE BATTERY B-UP  
RUMBLE PAK NO  
EXPANSION PAK NO  
PLAYERS 1

Not as good as the SNES version but a great little platformer for kiddies.

Zelda: Ocarina Of Time **95%**

TOTAL N64

PUBLISHER NINTENDO  
DEVELOPER NINTENDO  
PRICE £49.99  
GENRE ADVENTURE

SAVE BATTERY B-UP  
RUMBLE PAK YES  
EXPANSION PAK NO  
PLAYERS 1

An absolutely unmissable adventure that no N64 owner should ever be without. Sprawling landscapes that take weeks to explore, hideous brain churning puzzles and the best bosses ever seen. Truly superb.

## CAMPAIGN TRAIL

## WIN A GAME!



News from Japan seems to say that a Metroid game is not in development for the N64 after all.

We believe so strongly that a Metroid 64 would be the greatest game ever made, that we are starting a campaign to have the game developed. We'll take it all the way to Hiroshi Yamauchi if we have to, but we can't do it without your help!

If you feel as strongly as we do, simply get all of your mates to sign a piece of paper with 'We Want Metroid' proudly emblazoned across the top. Send them to us at the address below and we'll package them up and send them direct to Kyoto, Japan. If that's not good enough, whoever sends us the most names will receive a brand new game for their troubles!

They will listen! Together we can achieve anything! Let us live, Nintendo! Won't you let us live? Won't you pleeeeease?!

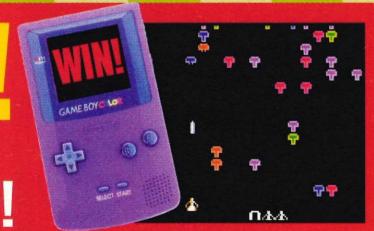
# BOYZONE

The N64's baby brother is the latest in the line of the world's greatest-selling console. As a tribute to Nintendo's new hand-held wonder Total N64 presents the first part of our Gameboy Color mini-mag!

## DROPZONE 111

BOYZONE  
STAR GAME! GAME OF THE MONTH!

**WIN!**  
LOADS OF COOL  
GAME BOY STUFF!



## RESIDENT EVIL 106

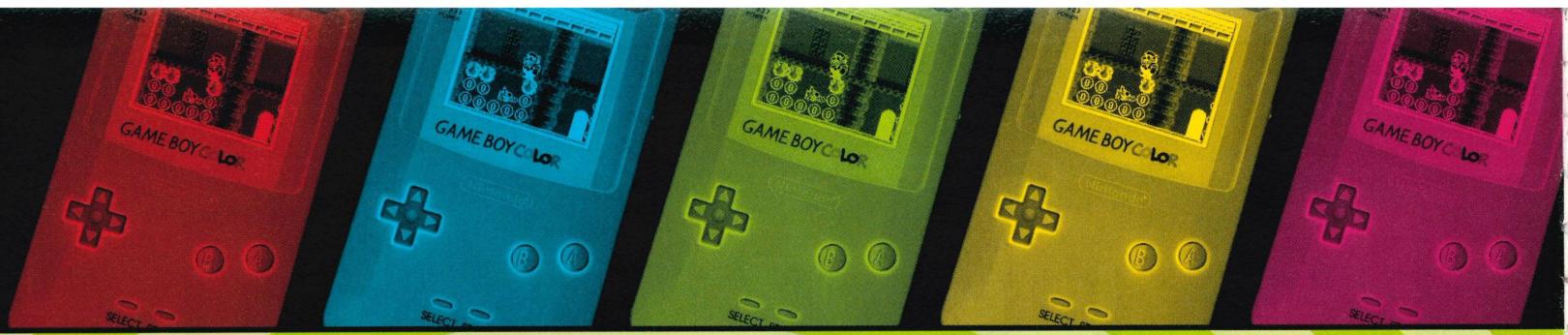


### BOYZONE STAR RATING



The Boyzone Star Rating goes only to the Gameboy games of the highest calibre!





## BOYZONE NEWS



## RESIDENT EVIL

**A**s you may remember, last issue we brought you the latest news concerning Capcom's plans to release Resident Evil on the N64. However improbable that might have sounded a few months ago is decidedly ordinary compared to the developments surrounding the news of a Game Boy Color version. The Japanese giants, responsible for a number of No. 1 arcade smashes throughout the years, have announced the GBC version will follow the same path as the original Resident Evil game. Despite rumours that the Game Boy Color version would fail to handle the full 3D requirements of the game,

the screenshots prove that an authentic port is a possibility and is already making strides. Capcom hope to get the Game Boy Color port completed to coincide with the release of Resident Evil 64.

To reiterate Capcom's support of the hand held unit, they have also announced plans for three other red-hot titles. Classic retro arcade heroes, *Ghosts 'n Goblins* and *1942* will line up alongside



## BOYZONE NEWS

## 1942

**T**he second of the classic Capcom games is *1942*, a vertical scrolling shoot 'em-up with a second world war flavour. You undertake the role of a solo fighter pilot heroically doing battle against enemy forces seemingly single-handedly! Again, developments have suggested this will be a port of the highly addictive NES version but with added passwords and difficulty seconds, and GBC printer compatibility for printing high scores and such.



## BOYZONE NEWS

## STREET FIGHTER ALPHA

**T**he fourth game in the Capcom quartet and arguably the most exciting of the classic titles is *Street Fighter Alpha*. The beat 'em-up, said by many to be the best in the series, will retain all the original qualities of its predecessor, given rise to a number of special moves and

combo attacks. Memorable characters such as Ryu and Ken will front the game which will feature ten characters in all and a special training mode for the novice fighters out there.



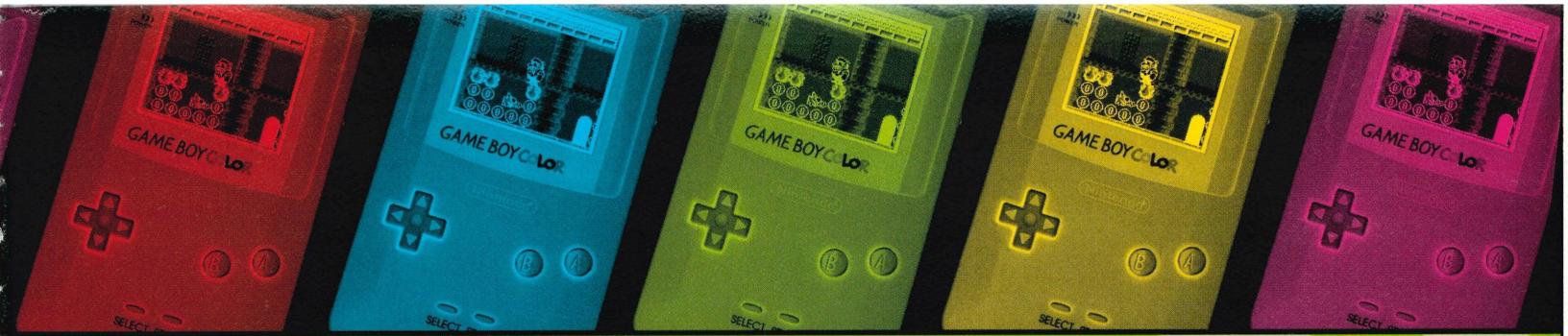
## BOYZONE NEWS

## SPY VS SPY

**K**emco are currently working on the classic espionage comedy *Spy Vs Spy*. Featuring no less than 32 massive levels, each containing nine separate rooms, *Spy Vs Spy* will pit two players head to head against each other



utilising the Game Boy link cable in a comedic search for certain items of an espionage nature. The result will see the black and white spies perform all manner of hilarious antics and encounter one or two humorous slip-ups. Kemco have stated the game will be a direct NES port but with extra levels and one or special missions thrown in as well. The spies were a huge hit in the land of 8bit home computing and may well be a success on the GBC as well.



BOYZONE

## BOYZONE NEWS

# CONKER'S POCKET TAILS

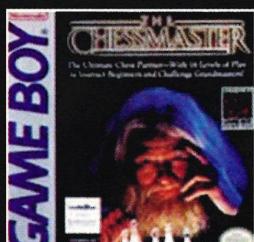
Whilst we all wait for news for latest news of *Twelve Tails: Conker 64* on the N64, plans have been announced to produce a GBC title. Conker's pocket tails will lead a strong line of GBC Rare titles into the next millennium; the details of which are being held closely to Rare's chest. Conker's is confirmed and is set for a May release. The game will be played from a top/down perspective and sees

Conker trying to find his stolen birthday presents and rescue his good friend Berri. A Rare source has suggested it will hold at least 20 hours of gameplay.



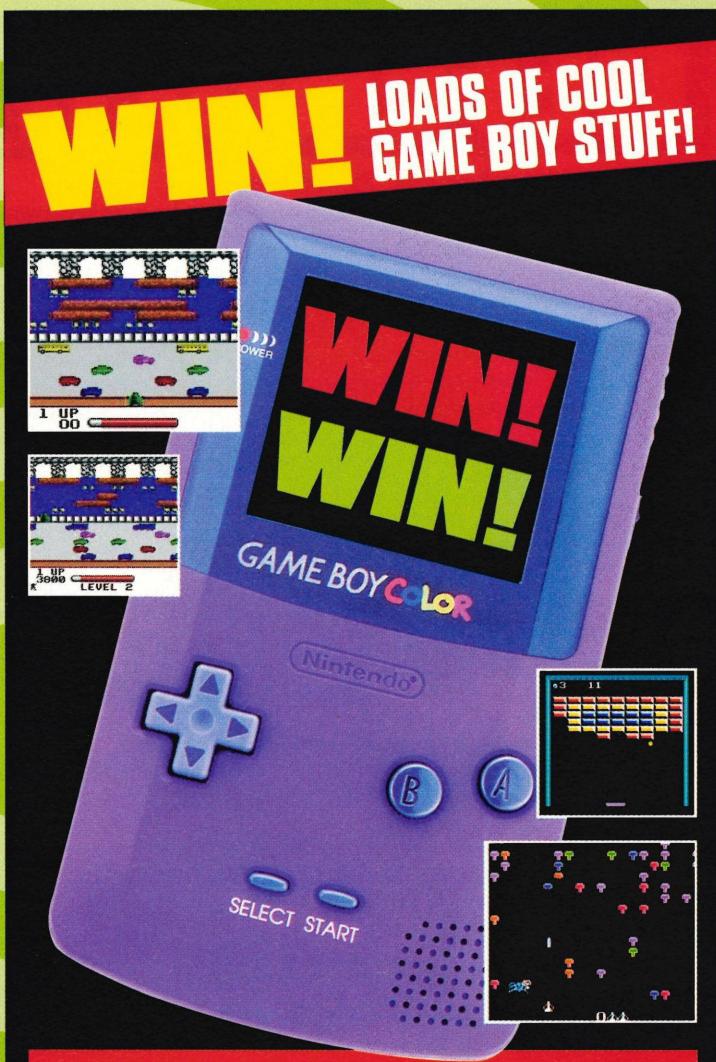
## BOYZONE NEWS

# THE CHESSMASTER



Mindscape have undertaken the unenviable task of trying to make chess a popular addition to the portable console world. The Chessmaster on the GBC will take you step by step through the wild and exciting world of this piece-ridden board game and familiarise you with the rules and regulations of the game. There are various

difficulty levels to cater for players at all stages of their chess career and even though it is a relatively basic game, different modes can be accessed notably, invisible pieces which we are not wholly sure of at the moment. Whatever said, chess is never going to be the most popular of games in the world!



Even though a design error meant we accidentally gave 5 Star game *Frogger* a piddly single star last month (hey, give us a break, Coxy was on honeymoon!), Take 2 have been kind enough to sponsor a cool compo.

We're giving one of you a chance to win a Game Boy Color, complete with copies of *Frogger*, *Centipede* and *Breakout*, while three runners-up will receive a game each!

### Q: A centipede has?

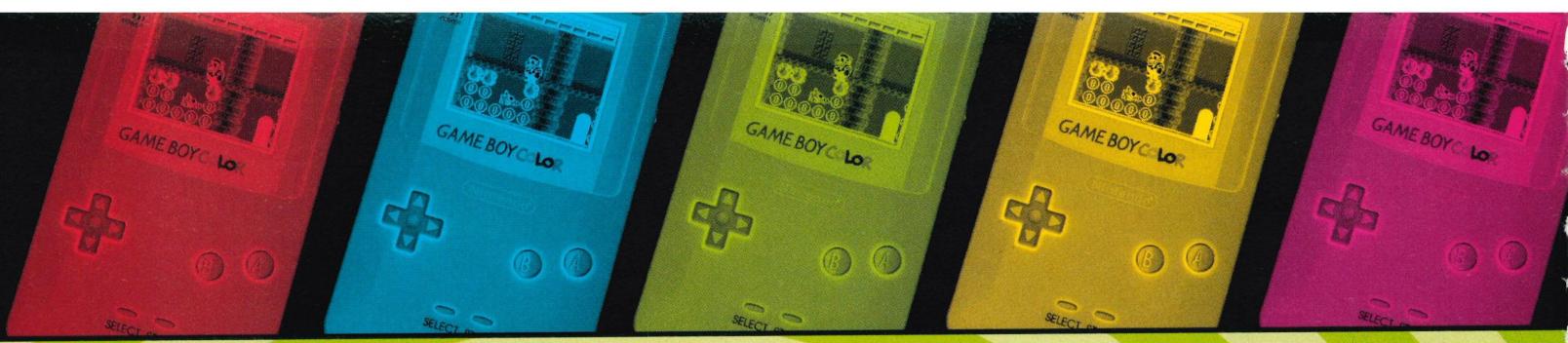
- A. Hairy armpits
- B. One hundred legs
- C. Visions of grandeur

Send your answers on a postcard to:

Ooer, Shave Those Pitts Miss!  
Total N64, Rapide Publishing  
1 Roman Court, 48 New North Road,  
Exeter, Devon, EX4 4EP.

### Please read the following carefully:

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# DEFENDER/JOUST

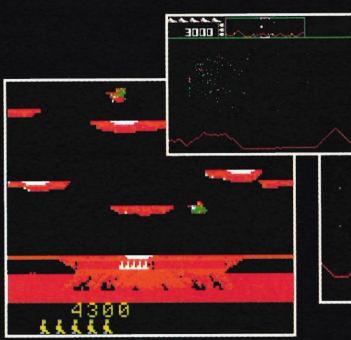


Publisher: Midway Developer: Nintendo Price: £25

**A**in't retro great? Nah not really, when it comes to games anyway. There is no shortage of people who'll tell you that games are rubbish compared to what they were twenty years ago, but the sad fact is that they're wrong and they've just been too small-minded to adapt. Games now are better than they ever were, but thankfully something as strong as Defender still stands up well in today's climate, even if it's nowhere near as good as *R-Type Delta*. Rescuing humanoids and shooting alien scum has all the charm it

ever did, and it's absolutely rock-hard too.

On the other hand, I never liked Joust and I never will, but it must have an army of dedicated followers for Midway to have considered bringing it back. Riding a huge flying bird around in a game slightly reminiscent of the original *Mario Brothers* is a faithful conversion of the original nonetheless, and it means that overall, with both games on the one cart, this is value that is absolutely nothing to sniff about.



# TOP GEAR POCKET



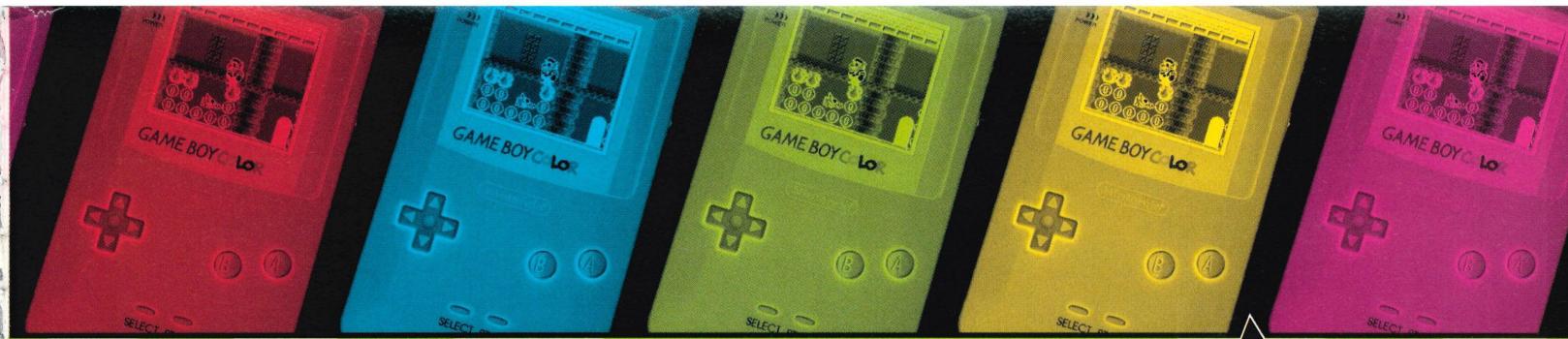
Publisher: Kemco Developer: Vision Works Price: £25

**T**op Gear Pocket is the first Game Boy game ever to utilise the new rumble cartridge, which works in much the same way as a rumble pak does on the N64. Luckily the game itself is also an enjoyable sort, although not quite up to the standard of last month's Boyzone Star Game, *V-Rally*. The graphics and sound

themselves are reminiscent of early 8bit Amstrad CPC games, but luckily the game makes up for this with some pleasant handling and a fairly impressive top-whack.

It's not the greatest rallying game that you'll fit into your pocket, but it's a good second-best.





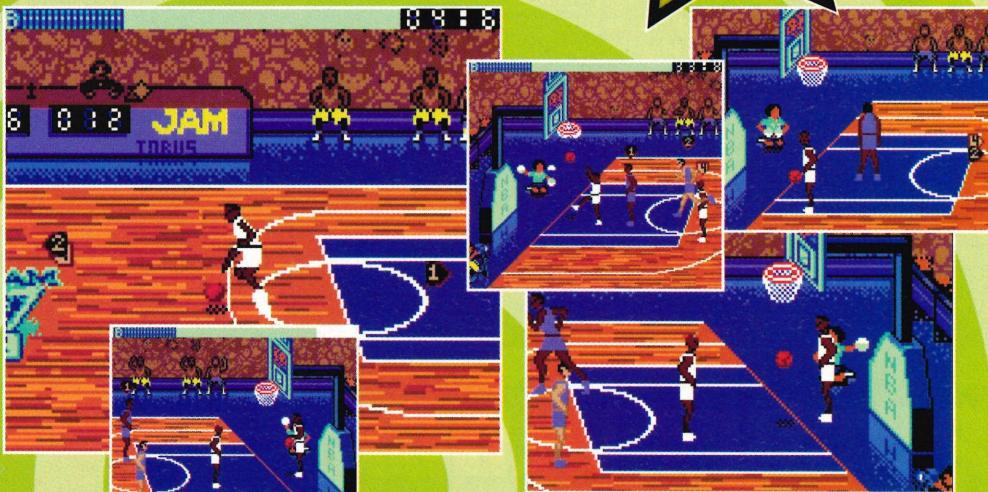
# NBA JAM '99

Publisher: Acclaim Developer: Torus Price: £25

Acclaim's '99 conversion of their long-standing NBA Jam series of games has come as a thorough, and very pleasant surprise. It has proved that it is possible to make a highly playable basketball game come to life on Nintendo's handheld wonder. Eschewing traditional basketball rules in favour of a two-on-two power-up based game, NBA Jam '99 sees you performing ridiculous leaps and somersaults with ease, literally setting the hoop on fire with the ferocity of your slam-dunks.

It's not the most realistic basketball game ever (well, it's not at all realistic, actually) but NBA Jam '99 is damn good fun and well worth a look.

BOYZONE  
\*\*\*\*\*  
STAR GAME!



# SHADOWGATE CLASSIC

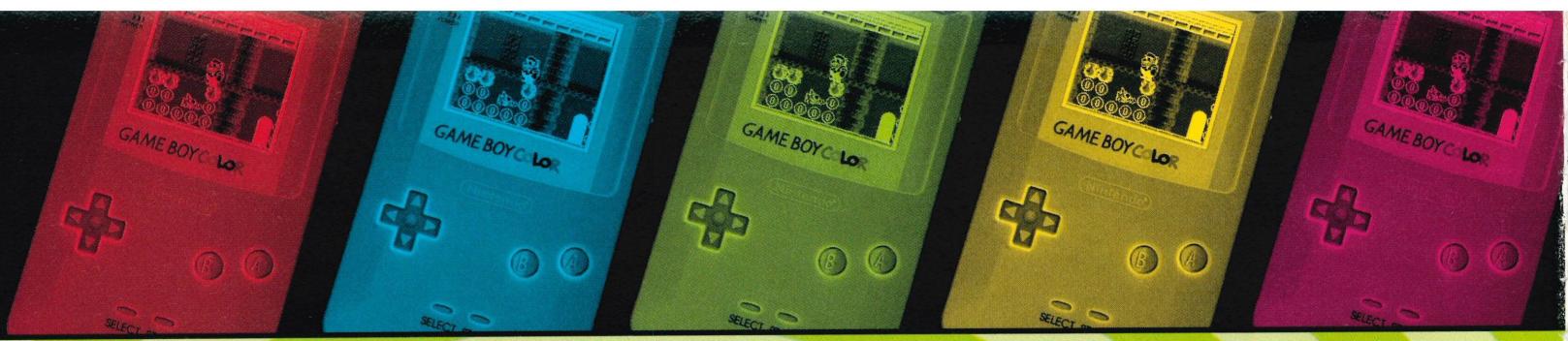
Publisher: Kemco Developer: Infinite Ventures Price: £25

Does anyone remember those Steve Jackson and Ian Livingstone 'Choose Your Own Adventure'-style novels? You know: 'You find yourself at a large oak door. To open door go to page 45; to ignore door go to page 13'. 'Oh no! Behind the door is a big lizard. It eats you until you are dead!'. This is the basis for Shadowgate Classic too, a frustrating trial-and-error, point-and-click adventure that leads to demise at the most stupid and inopportune moments.

The graphics are shoddy, the control method is awkward and frustrating, and at the end of the day you'd be better off picking up the whole *Fighting Fantasy* series from your local second-hand bookshop. Let's hope that there has been more effort put into the N64 version.

BOYZONE  
\*\*\*\*\*





# QUEST FOR CAMELOT



Publisher: Titus Developer: Titus Price: £25

**Q**uest for Camelot is a refreshingly original title. A top-down RPG involving puzzle-solving, character interaction, exploration and fighting, you start the quest by trying to locate your mystical sword. Hang on, that's *Zelda* isn't it? Yup, *Quest For Camelot* is the mini-Miyamoto classic all-over again – but nowhere near as good of course.

From what we can gather, it's based on some cartoon or something, which we're not familiar with, and traces the story of a young girl who is trying to prove that she too, can become a brave a fearless knight.

If you love RPGs then we heartily suggest that you give this a whirl, because it does stand tall as far as Game Boy adventures go.



# POCKET BLOCK

Publisher: Bottom-Up Developer: Natsume Price: £25

**P**ocket Block seems to be a great idea. Simply take one of our office favourites – *Breakout* – replace the bat with a snake, and throw in a few power-ups for extra taste. Unfortunately, Pocket Block tampers with an idea which only works in the first place because of its beautiful simplicity, thinks that it can improve on it by making it more complex, and fails miserably. Pocket Block is fun for a little while, but it's only a matter of time (and not much of it, either) before you remove the cart and get *Breakout* in there.

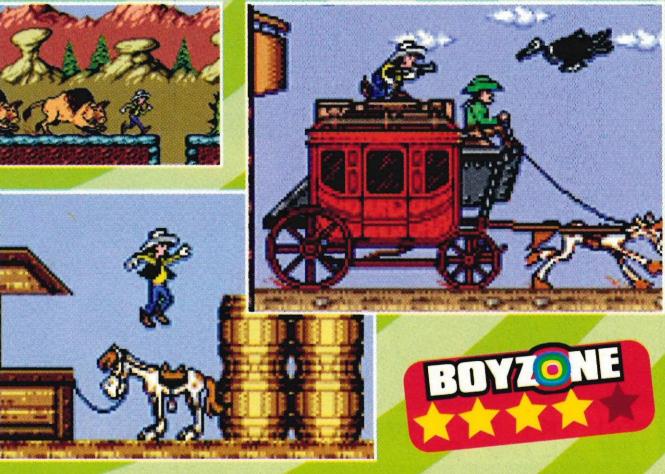


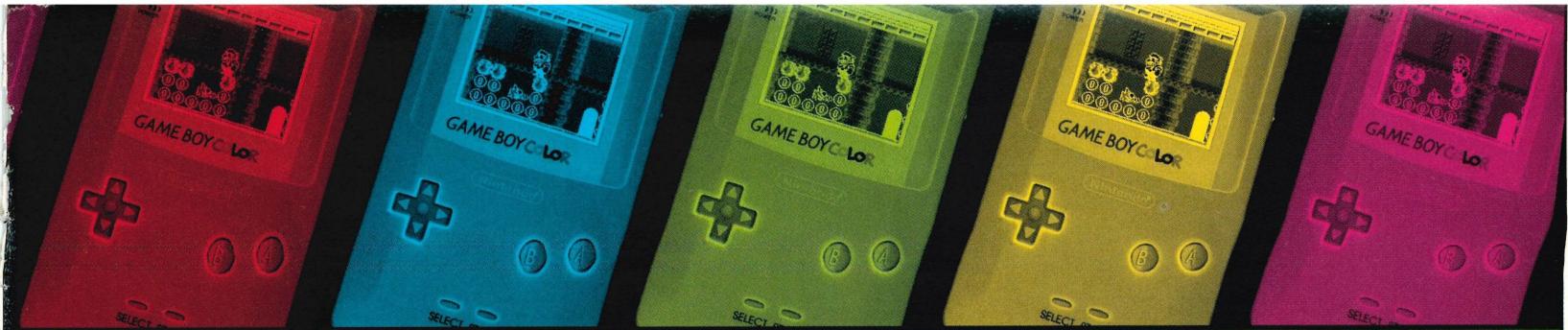
# LUCKY LUKE

Publisher: Infogrames Developer: In-House Price: £25

**I**'m not on a *Tiny Toons* rampage today or anything, but the first level of *Lucky Luke* is strikingly similar to the first level of the SNES platformer (hey, I was a big fan!). *Lucky Luke* is the cowboy who stars in this sideways-scrolling platformer, shooting and punching villains, jumping over tumbleweed and collecting shiny things, and yes, you'd be right to guess that it is almost exactly the same as every other Infogrames developed Game Boy platformer of late.

It's got great graphics, and it's a much better game than the likes of *Turok 2* on the GBC. By all means, get yourself a copy, but check that you don't already own a similar platformer, or you may find yourself re-treading very familiar ground.





BOYZONE

# DROPZONE

Publisher: Acclaim Developer: In-House Price: £25

The same month we get Midway's *Defender* update, we also receive this beauty from Acclaim that shows them how it's really done.

Dropzone is a modern update of the classic Archer Maclean arcade hit, and for all intents and purposes it is *Defender*, but oh, so much better. Your job, as a hero with a gun and jet-pack, is to save the humanoids rolling around on the floor from vicious alien attack by picking them up and transporting them safely back to their moonbase. If any of them get captured, the successful alien ships transform into nippy, violent little bastards that hound you until the end.

It is all very playable, frantic and extremely hard, the graphics look great (and in hi-rez no less) and overall it is maybe the best Game Boy game we've played since *Zelda*. Do yourself a favour and get a copy sharpish.



# DROPZONE COMPETITION!



WIN! A GAME BOY COLOR AND A COPY OF DROPOZONE!

Plus copies of Dropzone for four runners up!

To celebrate the release of the stunning Dropzone, Total N64 has teamed up with Acclaim to give away a Game Boy Color and five copies of Dropzone! All you have to do is answer the following question:

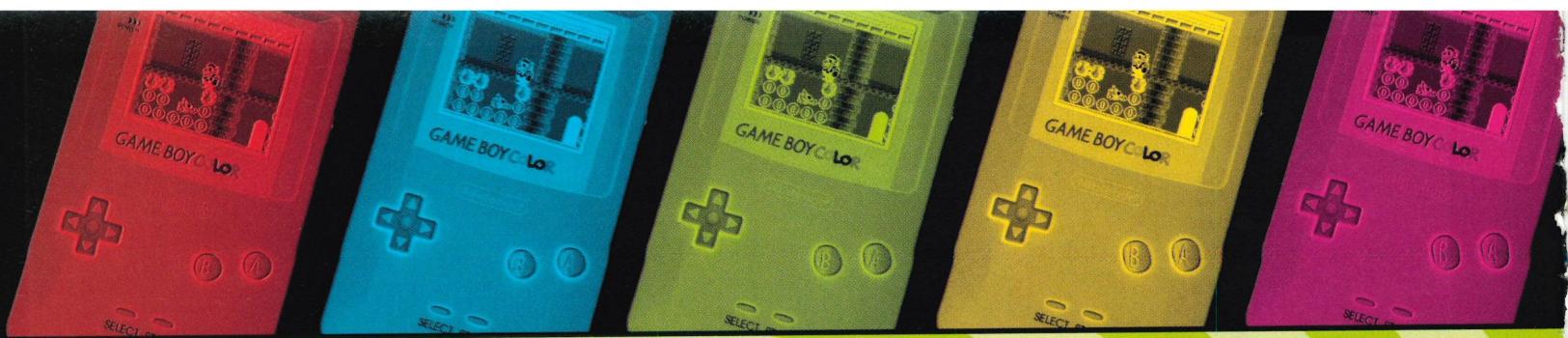
Archer Maclean is famous for what?

- A. Making toothpaste.
- B. His bow and arrow skills.
- C. Making kick-ass videogames.

By entering the competition you are agreeing to be bound by the following terms and conditions: This competition is open to all residents in the UK, except for employees of Rapide Publishing, their immediate family and anyone connected with the implementation of the promotion. No responsibility will be accepted for entries lost or damaged in the post or insufficiently pre-stamped. Proof of posting will not be accepted as proof of delivery. Entries become the absolute property of the promoter and will not be returned. There are no cash alternatives to this prize. The decision of the judges will be final and binding and no correspondence will be entered into. The closing date for receipt of entries is 25th June 1999 and the winner will be sent their prize as soon as possible after this date.

Send your answers on a postcard to:

Drop a load in it comp, Total N64, Rapide Publishing,  
1 Roman Court, 48 New North Road, Exeter, Devon, EX4 4EP.



## BOYZONE TIPS

### TUROK 2: SEEDS OF EVIL



**ALL WEAPONS**  
Enter the password  
DLVTRKBWPS.

**BIRD MODE**  
Enter the password  
DLVTRKBBRD.

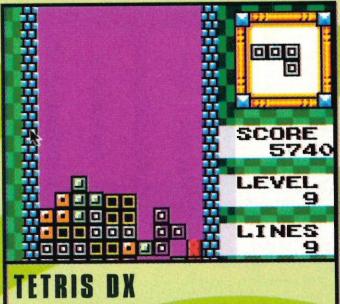
**INFINITE LIVES**  
Enter the password  
DLVTRKBLVS.

**Invincibility**  
For unlimited energy enter the  
password DLVTRKBNRG.

### LEVEL PASSWORDS

Level 2 DVYLWKVYNL  
Level 3 GRYLWKWVNR  
Level 4 DRYLSRWVRY  
Level 5 GVZLSRWQKZ  
Level 6 DVZLSVQKK  
Level 7 GRZLBVSQZY  
Level 8 DRZLBVSQGG  
Level 9 GVYNBVBQGD

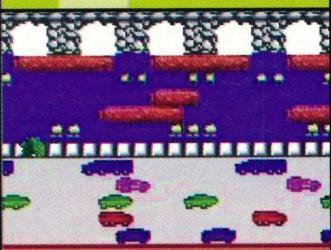
**LEVEL SELECTOR CODE**  
DLVTRKBLVL



### TETRIS DX

**Confetti Screen Saver**  
Press **s** after the demo begins  
and you will get the  
Confetti/Nintendo Logo  
Screen Saver.

**FISH SCREEN SAVER**  
When the main screen  
appears, wait until the demo  
starts then press **A** to cancel it.  
After that the demo will be  
replaced by some fishies  
swimming around on the  
screen.



### FROGGER

#### CHEAT MENU

On the high score screen after  
you run out of lives type in **A**,  
**B**, **A**, **B**, **SELECT**, **START**. Return to  
the main menu to access the  
new CHEAT menu.

### GEX: ENTER THE GECKO

Here's a bizarre cheat if I ever  
saw one! In the Game Boy  
Color version of Gex: Enter The  
Gecko you can actually turn  
the Mona Lisa paintings on or  
off. Don't ask me why you'd  
want to, it's just that wild and  
wacky Gex sense of humour.  
To do this you must go to the  
level right from the starting  
point in the game. Search  
around until you find a  
doorway with a bookcase next  
to it. Use Gex's tail to flick the

bookcase and the books will  
retract to reveal a secret  
switch. Use his tail again to  
flick the switch and then use a  
super jump to reach the Mona  
Lisa above the bookcase. You  
will be given the option to  
turn her on or off!



### MEN IN BLACK

They are your first, last and  
only hope and they make yet  
another side-scrolling beat  
'em-up on the Game Boy  
Color! Here are a bunch of  
interesting things you might  
not know...

### LEVEL SKIP

If you enter your password as  
2409 and then start another  
game you can now skip over to  
the next level by pausing the  
game then pressing **B**. That  
should get you through the  
tricky bits!

### HOW TO FLY

On the password screen, enter  
the code 0601 and you will be  
given an error message. Now  
press the **s** button to go back  
to the command centre screen.  
Now when you start playing  
the game stand still and press



**B + 8**. Your character will soar  
into the air and fly! You can  
control him in the air with **4**  
and **6**. You can land by  
pressing **2 + B**.

### MEGA BLAST!

With the code entered to fly,  
play the game as usual and  
hold down the **B + A** buttons.  
A lightning symbol will appear  
next to the lives counter. Get  
ready for a mega blast now.  
Pressing the Shoot button will  
make it feel like the Earth is  
coming to an end!

### PASSWORDS

Level & Password  
Level Two: Manhattan 2710  
Level Three:  
Sewer System 1807  
Level Four: Aerodrome 0309  
Level Five: Rooftops 2705  
Level Six: Woods 3107  
End of Game 1943

### A BUG'S LIFE

To help you along in your epic  
Disney adventure we have this  
bunch of cool codes.

Level  
Password  
Level Two  
9LKK  
Level Three  
BL26  
Level Four  
5P9K  
Level Five  
6652  
Level Six  
BKK2  
Level Seven  
2PLB  
Level Eight  
6562  
Level Nine  
L59B  
Bonus Level  
BL26

When Hopper discovers  
that the bird is fake  
he is furious!  
Flik's only hope is to lead  
Hopper to the  
real birds nest.





## GAME OVER

This is the section of the mag where we spoil your fun by giving away the ending of a big game! If you would rather not know how this month's big name blockbuster ends, then don't read on. All right, have it your way, but just remember that we warned you!

This month: **ZELDA: OCARINA OF TIME**

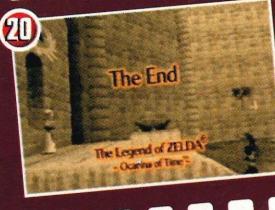


▲ As the final battle begins to defeat the evil Ganondorf, Link makes his way to the top of the tower. With a few hits from the all-powerful Link, Ganondorf is put in his place and the tower begins to collapse.

▲ At this point Zelda turns up to escort you safely from the building, as Link is hit by falling debris Zelda throws her hands to her mouth in shock. As they leave the tower for the last time it disappears into the lava. A strange sound in the distance attracts the attention of Zelda and on closer inspection it turns out to be Ganondorf, back for more.



▲ After one of the toughest fights in the game, Link lays Ganon to rest conclusively with a final blow from the blade of the Master Sword. After the final battle Zelda asks for the Ocarina, in exchange she will transport Link back to his own time. Zelda's eyes fill with sadness as she sees Link leave her realm for good.



▲ As the credits roll you see that the Land of Hyrule has returned to the idyllic state that it once was, but where is everyone? Well, what would you do after years of evil rule? They're having a party of course!

After you see the fun and frolics at Lon Lon Ranch a nostalgic flashback will take you back to the moment where you first met Princess Zelda all those years ago. As the screen turns brown you know that this is the end of the game you never wanted to finish. Roll on Ura-Zelda!





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# MORE AMMO



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